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Marti et al.

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(54) **REDUCING LOCATION SEARCH SPACE**

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(51) **Int. Cl.**

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H04W 4/04	(2009.01)
G01S 5/02	(2010.01)
H04W 64/00	(2009.01)
H04W 4/02	(2009.01)

(52) **U.S. Cl.**

CPC ***H04W 4/04*** (2013.01); ***G01S 5/0236*** (2013.01); ***G01S 5/0252*** (2013.01); ***H04W 64/00*** (2013.01); *H04W 4/025* (2013.01)

(58) **Field of Classification Search**

None

See application file for complete search history.

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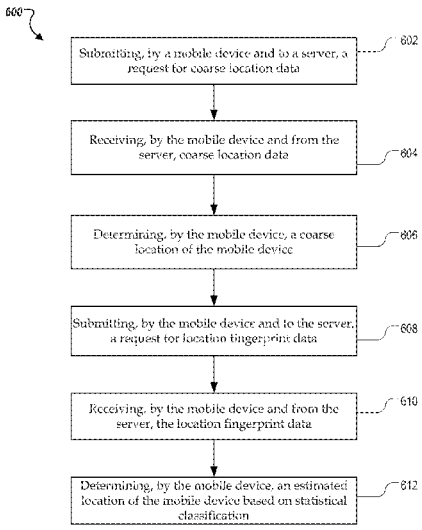
(57) **ABSTRACT**

Methods, program products, and systems for reducing a location search space are described. A mobile device, when arriving at a venue, can determine a location of the mobile device using signals from one or more signal sources associated with the venue. The mobile device can use a coarse location estimator to estimate a coarse location of the mobile device at the venue. The mobile device can request, from a server, detailed location data associated with the coarse location. The detailed location data can include location fingerprint data associated with a portion of the venue that includes the coarse location. The mobile device can determine an estimated location that has finer granularity than the coarse location using the location fingerprint data.

22 Claims, 12 Drawing Sheets



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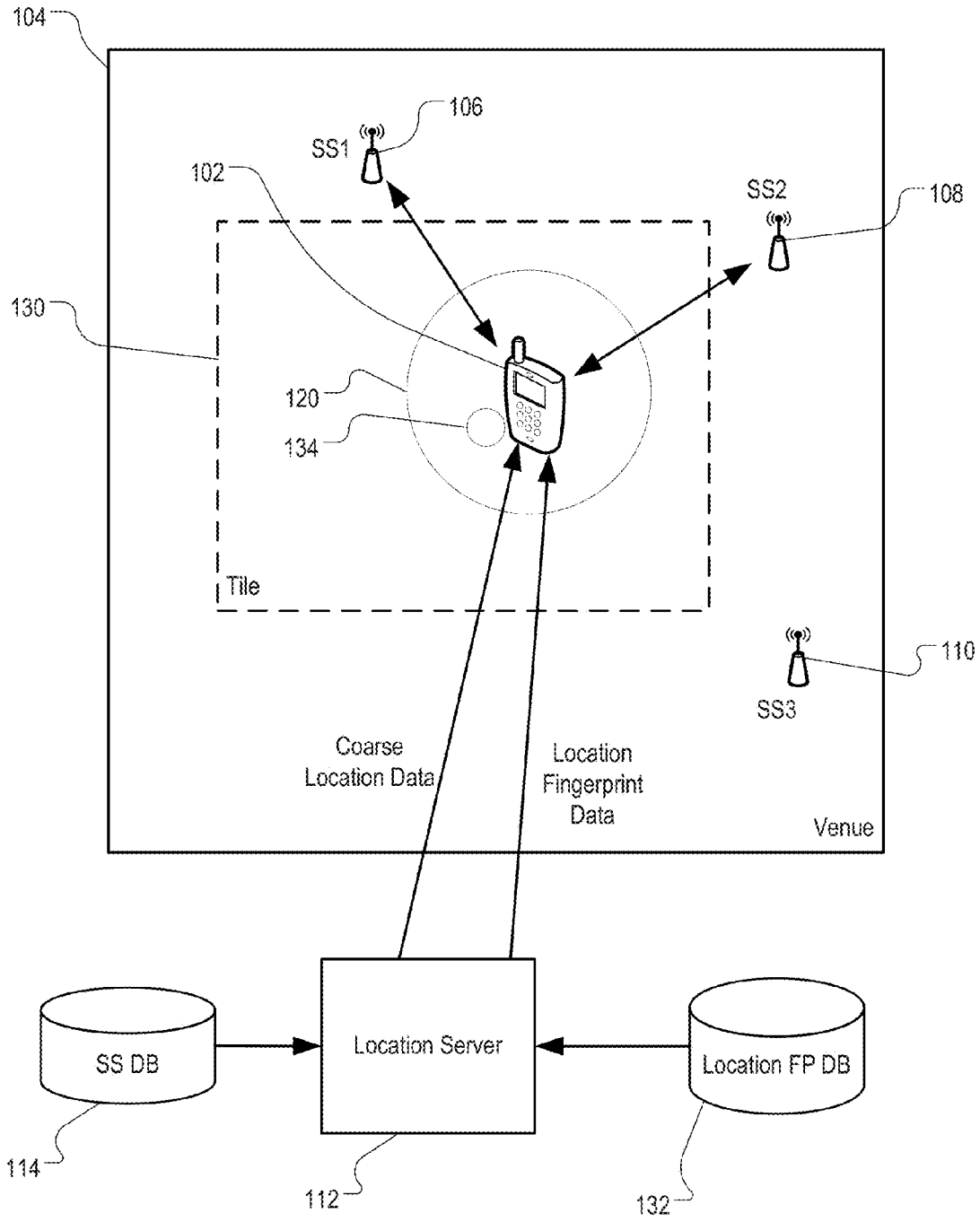
104
106
SS1
102
SS2
108
130
120
134
Tile
110
SS3
Coarse
Location Data
Location
Fingerprint
Data
Venue
SS DB
Location Server
Location FP DB
114
112
132

FIG. 1

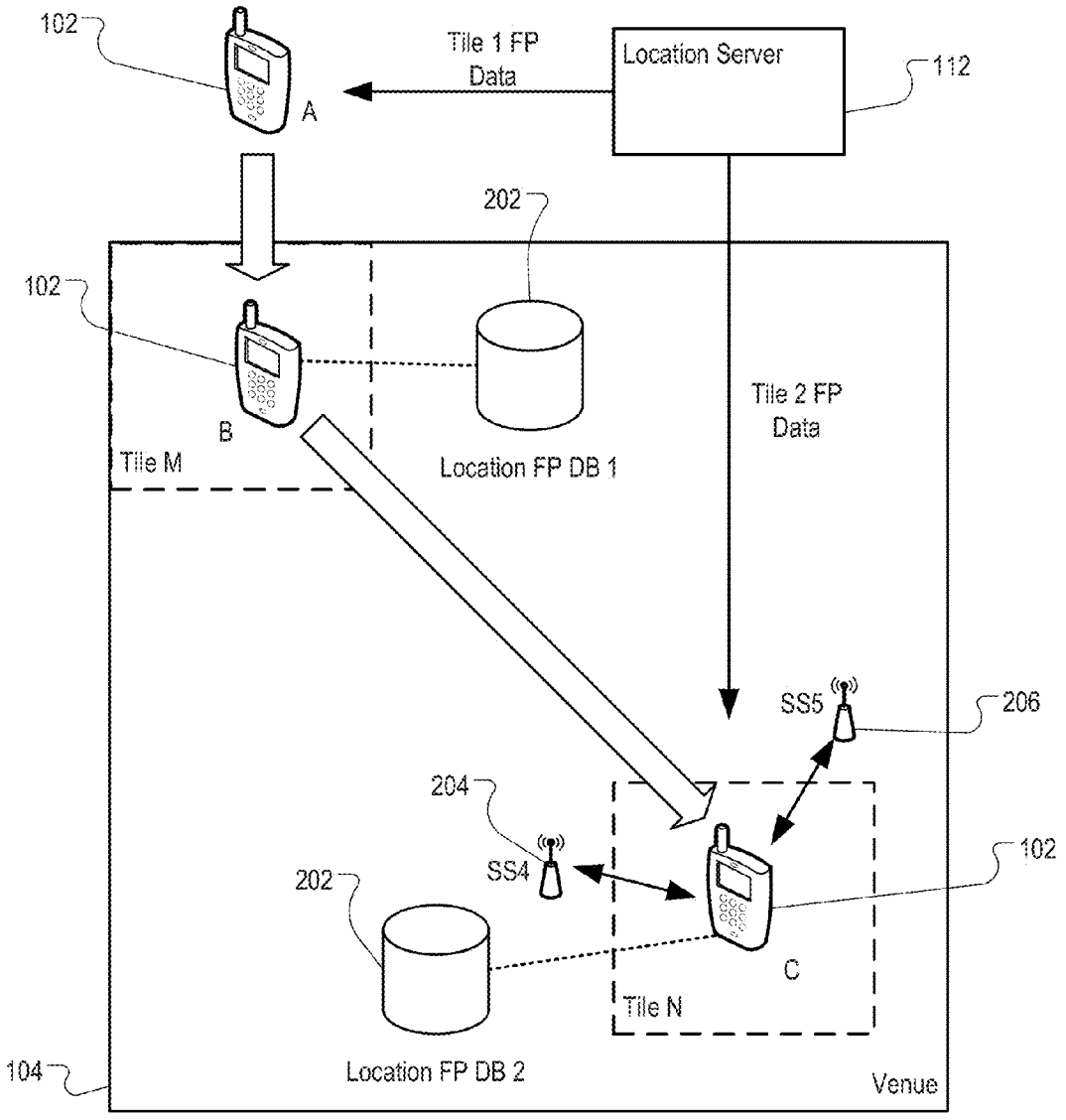
102
A
Tile 1 FP Data
Location Server
112
202
102
B
Tile M
Location FP DB 1
Tile 2 FP Data
SS5
206
204
SS4
202
102
C
Tile N
104
Location FP DB 2
Venue

FIG. 2

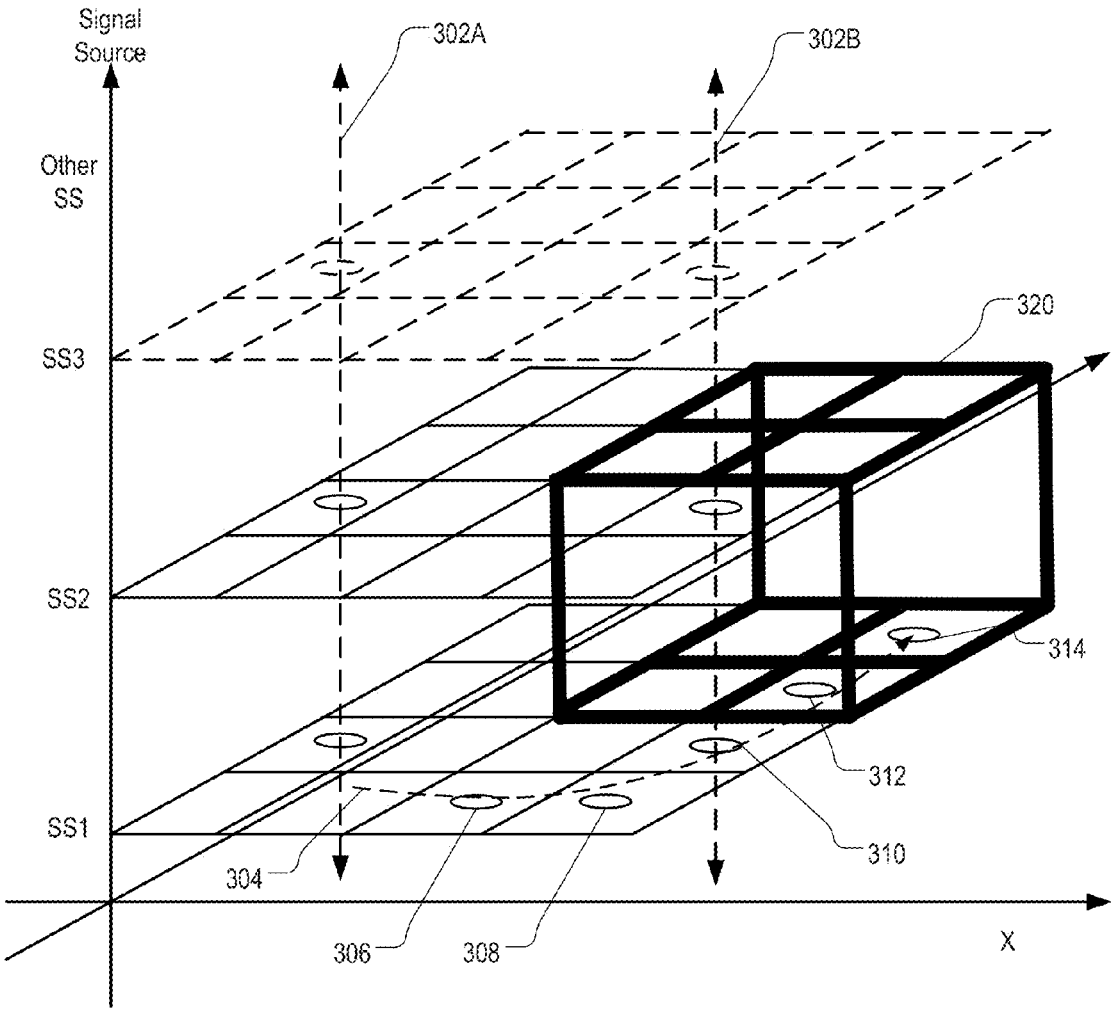
Signal Source
302A
302B
Other SS
320
SS3
SS2
314
312
SS1
310
304
306
308
X

FIG. 3

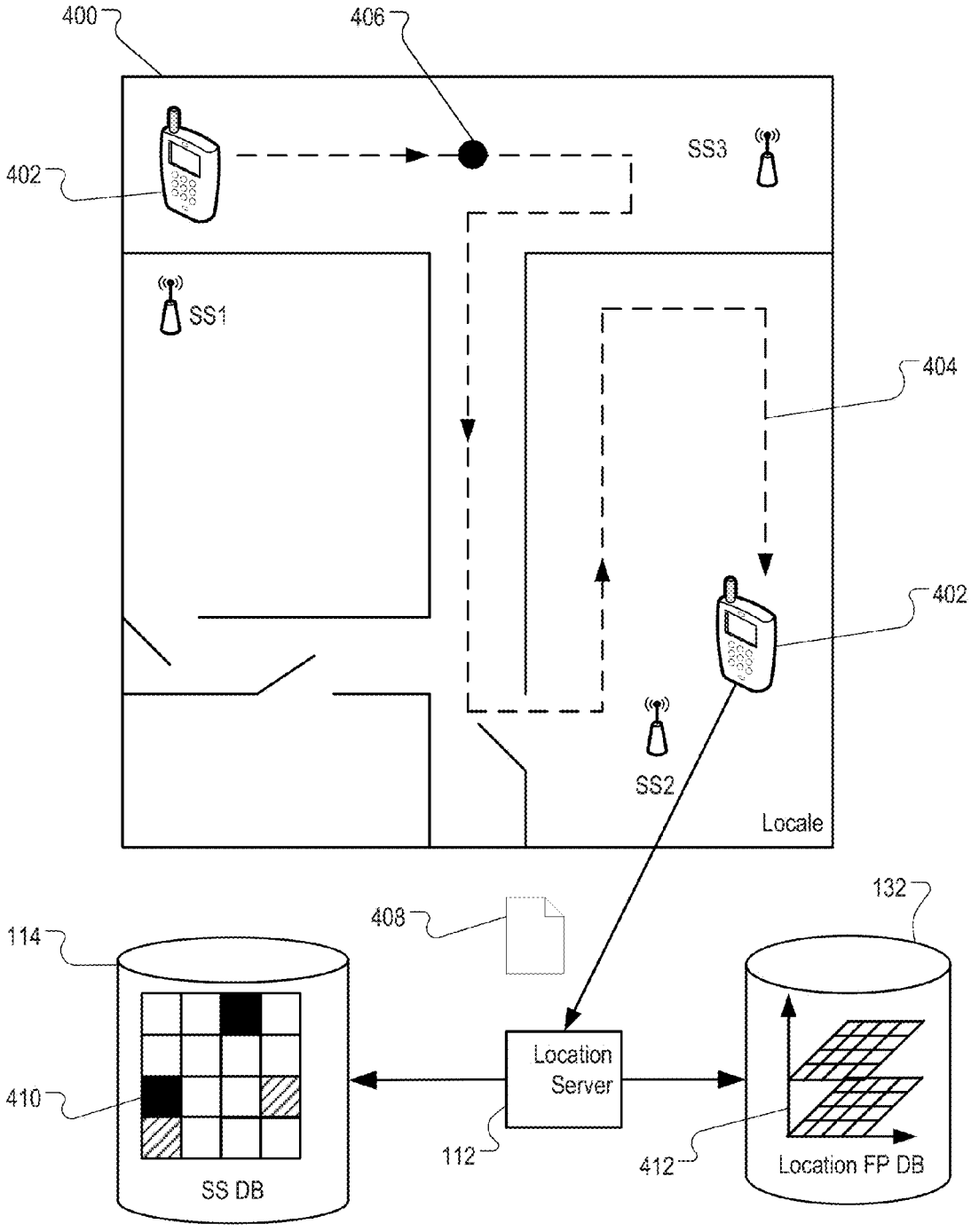
400
406
402
SS3
SS1
404
402
SS2
Locale
408
132
114
410
Location Server
112
412
SS DB
Location FP DB

FIG. 4

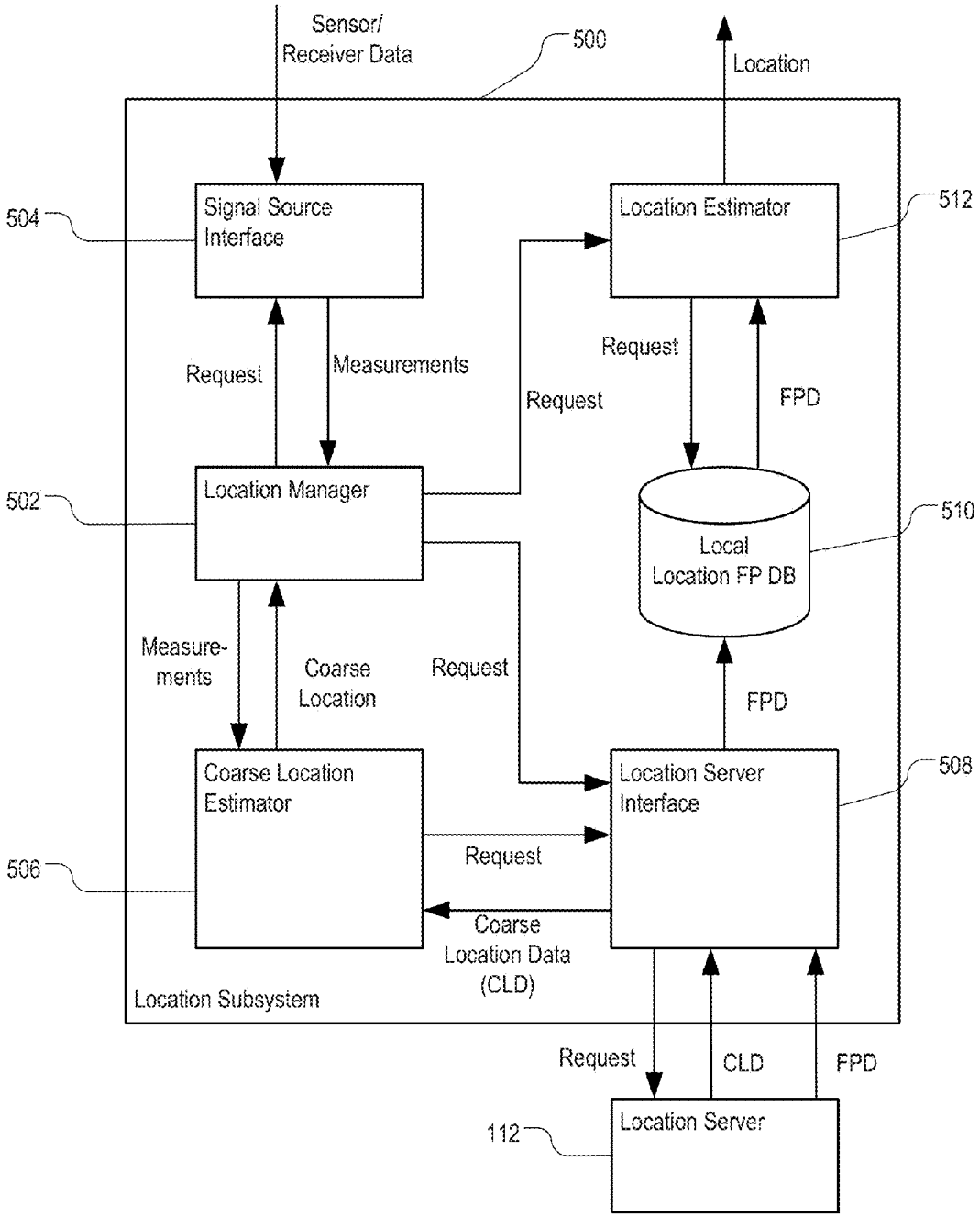
Sensor/
Receiver Data
500
Location
504
Signal Source
Interface
Location Estimator
512
Request
Measurements
Request
Request
FPD
502
Location Manager
Local
Location FP DB
510
Measure-
ments
Coarse
Location
Request
FPD
Coarse Location
Estimator
Location Server
Interface
508
506
Request
Coarse
Location Data
(CLD)
Location Subsystem
Request
CLD
FPD
112
Location Server

FIG. 5

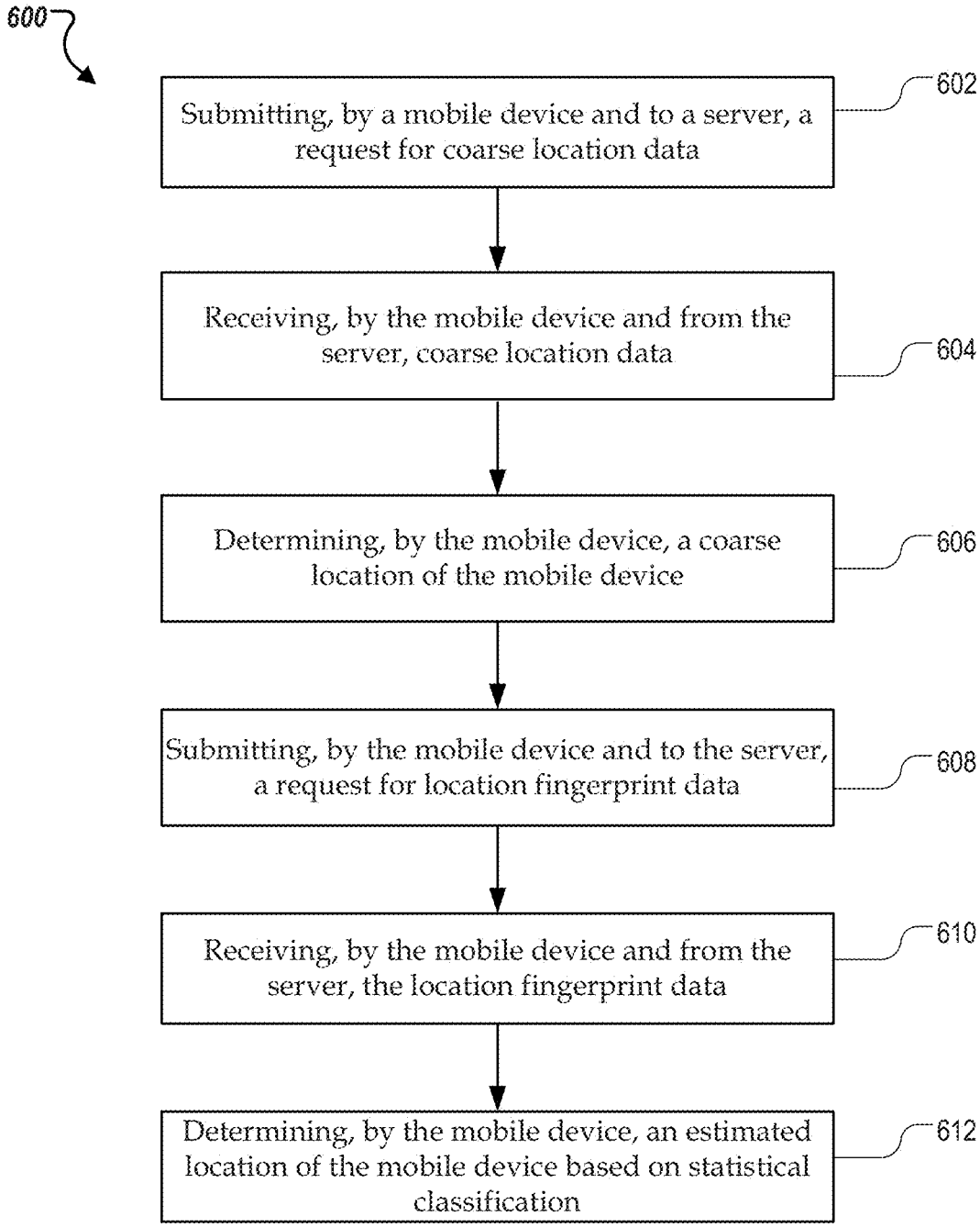
600
Submitting, by a mobile device and to a server, a request for coarse location data
602
Receiving, by the mobile device and from the server, coarse location data
604
Determining, by the mobile device, a coarse location of the mobile device
606
Submitting, by the mobile device and to the server, a request for location fingerprint data
608
Receiving, by the mobile device and from the server, the location fingerprint data
610
Determining, by the mobile device, an estimated location of the mobile device based on statistical classification
612

FIG. 6

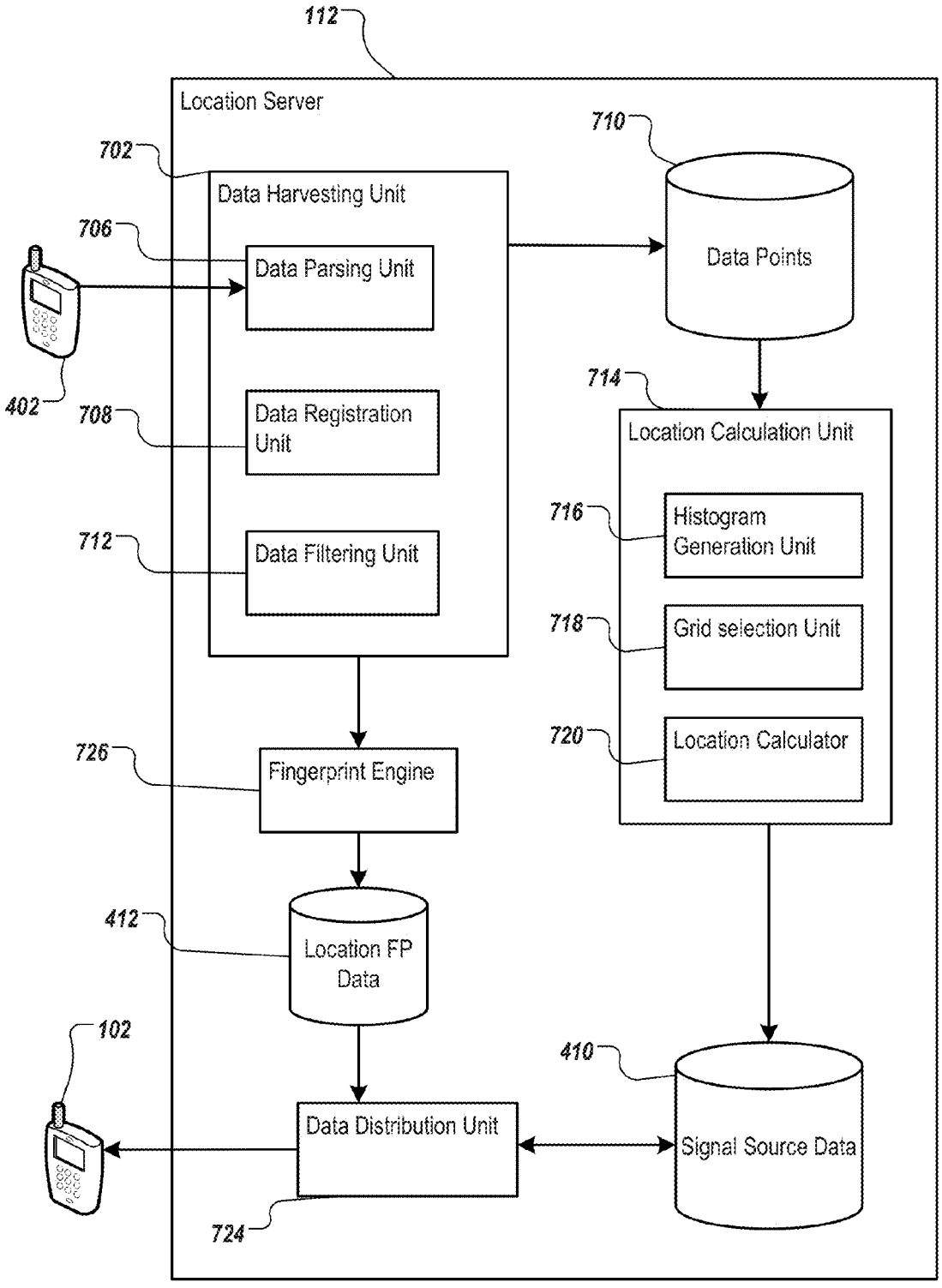
112
Location Server
702
Data Harvesting Unit
706
Data Parsing Unit
708
Data Registration Unit
712
Data Filtering Unit
726
Fingerprint Engine
412
Location FP Data
724
Data Distribution Unit
710
Data Points
714
Location Calculation Unit
716
Histogram Generation Unit
718
Grid selection Unit
720
Location Calculator
410
Signal Source Data
402
102

FIG. 7

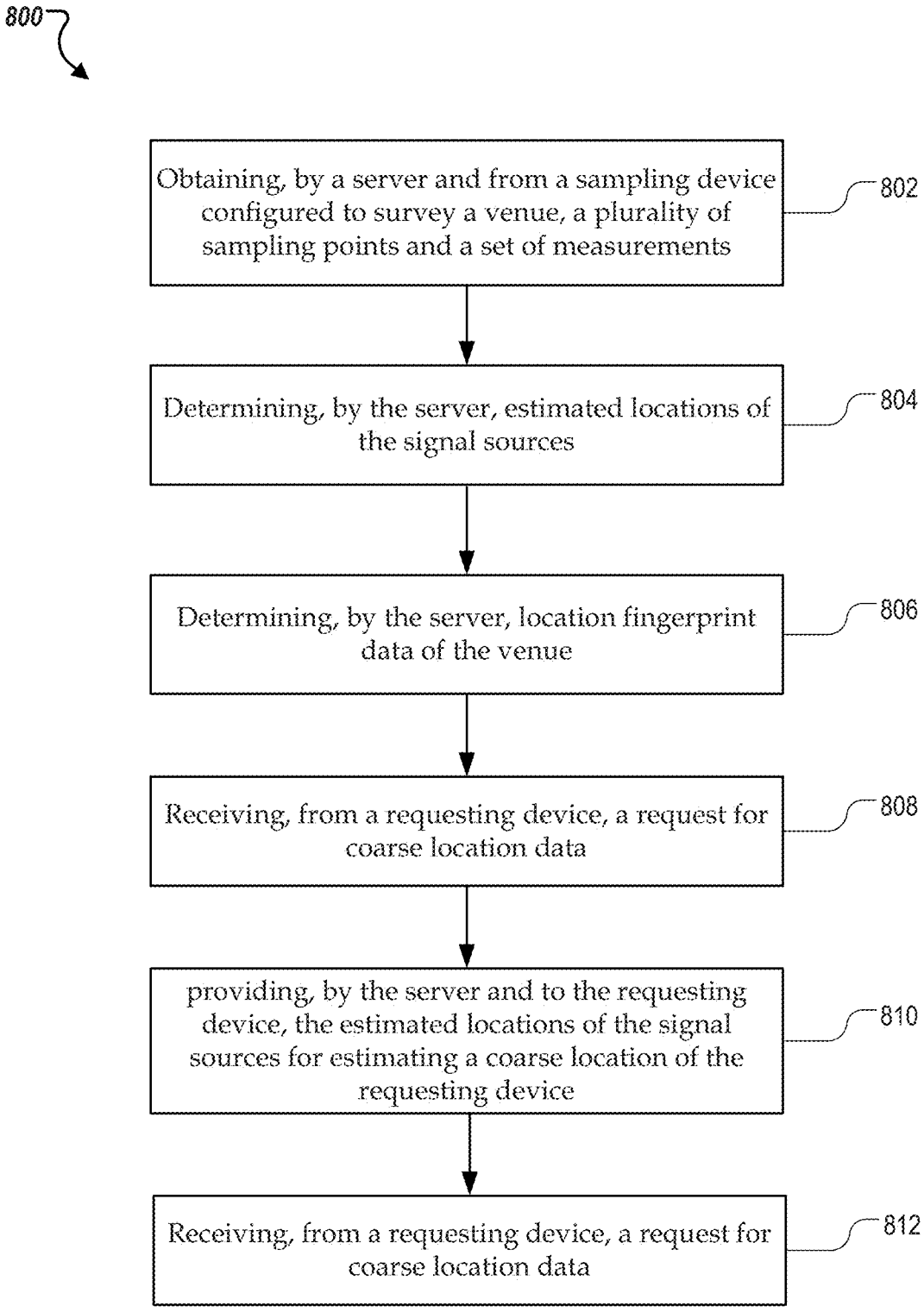
800
Obtaining, by a server and from a sampling device configured to survey a venue, a plurality of sampling points and a set of measurements
802
Determining, by the server, estimated locations of the signal sources
804
Determining, by the server, location fingerprint data of the venue
806
Receiving, from a requesting device, a request for coarse location data
808
providing, by the server and to the requesting device, the estimated locations of the signal sources for estimating a coarse location of the requesting device
810
Receiving, from a requesting device, a request for coarse location data
812

FIG. 8

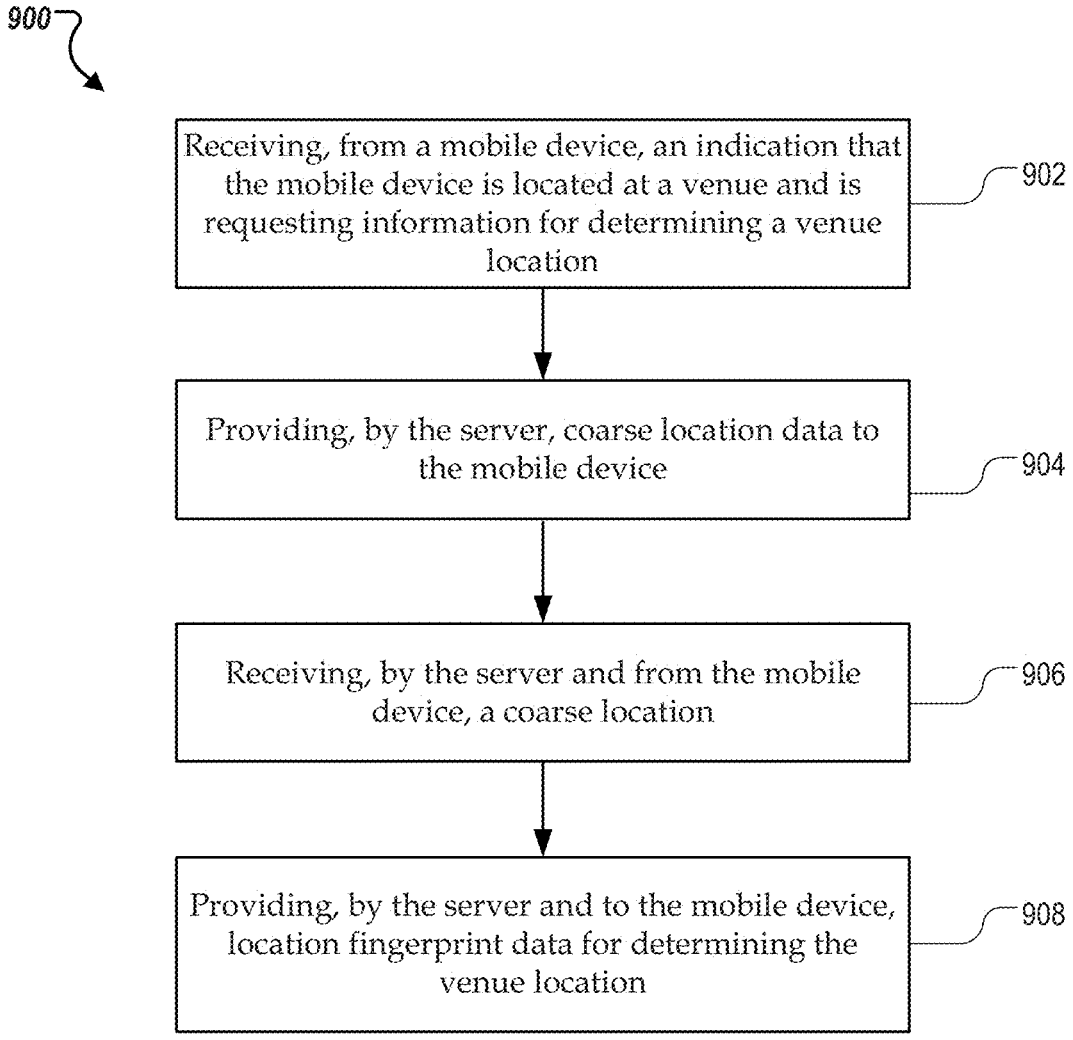
900
Receiving, from a mobile device, an indication that the mobile device is located at a venue and is requesting information for determining a venue location
902
Providing, by the server, coarse location data to the mobile device
904
Receiving, by the server and from the mobile device, a coarse location
906
Providing, by the server and to the mobile device, location fingerprint data for determining the venue location
908

FIG. 9

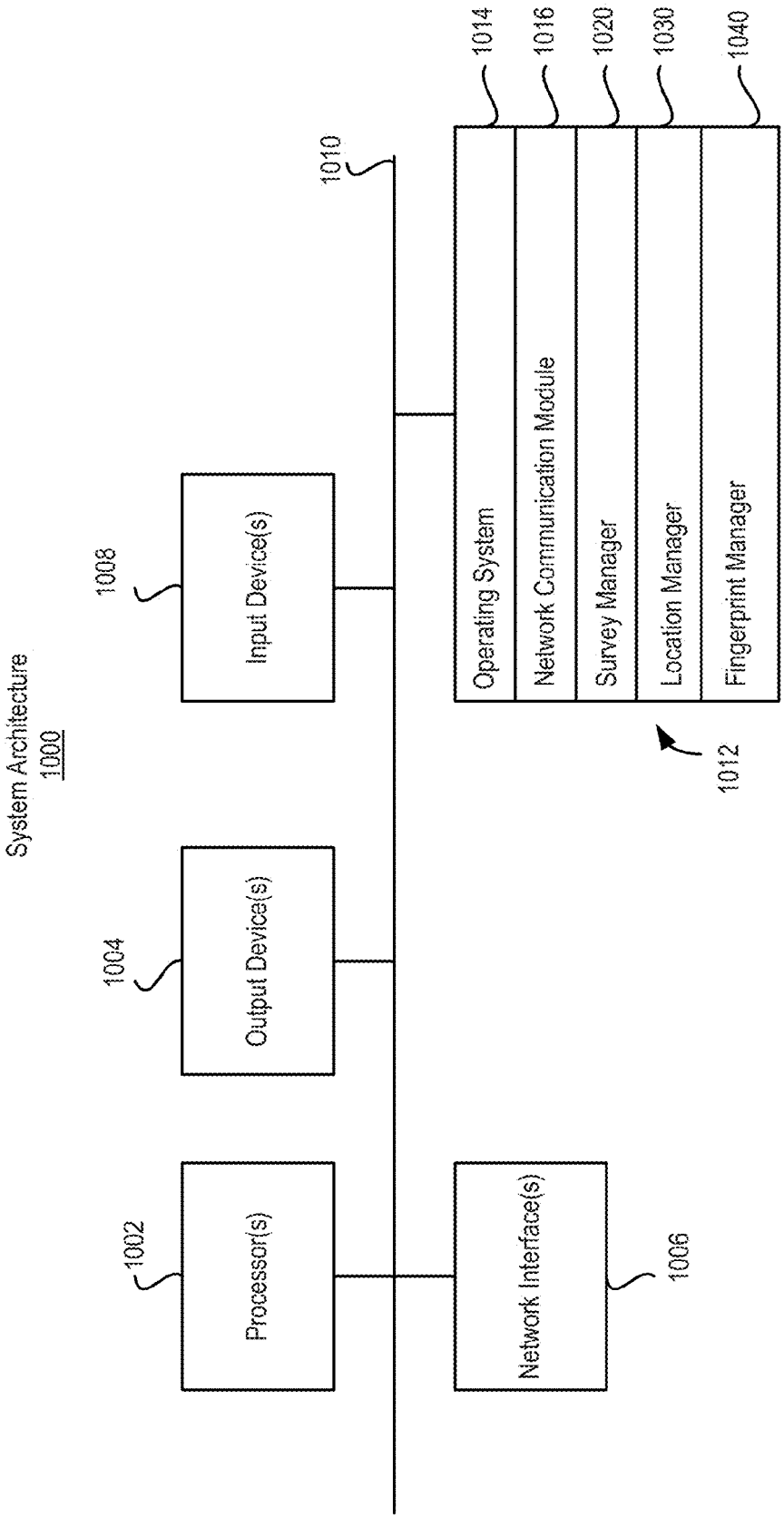
System Architecture
1000
Processor(s)
1002
Output Device(s)
1004
Input Device(s)
1008
Network Interface(s)
1006
1010
Operating System
Network Communication Module
Survey Manager
Location Manager
Fingerprint Manager
1014
1016
1020
1030
1040
1012

FIG. 10

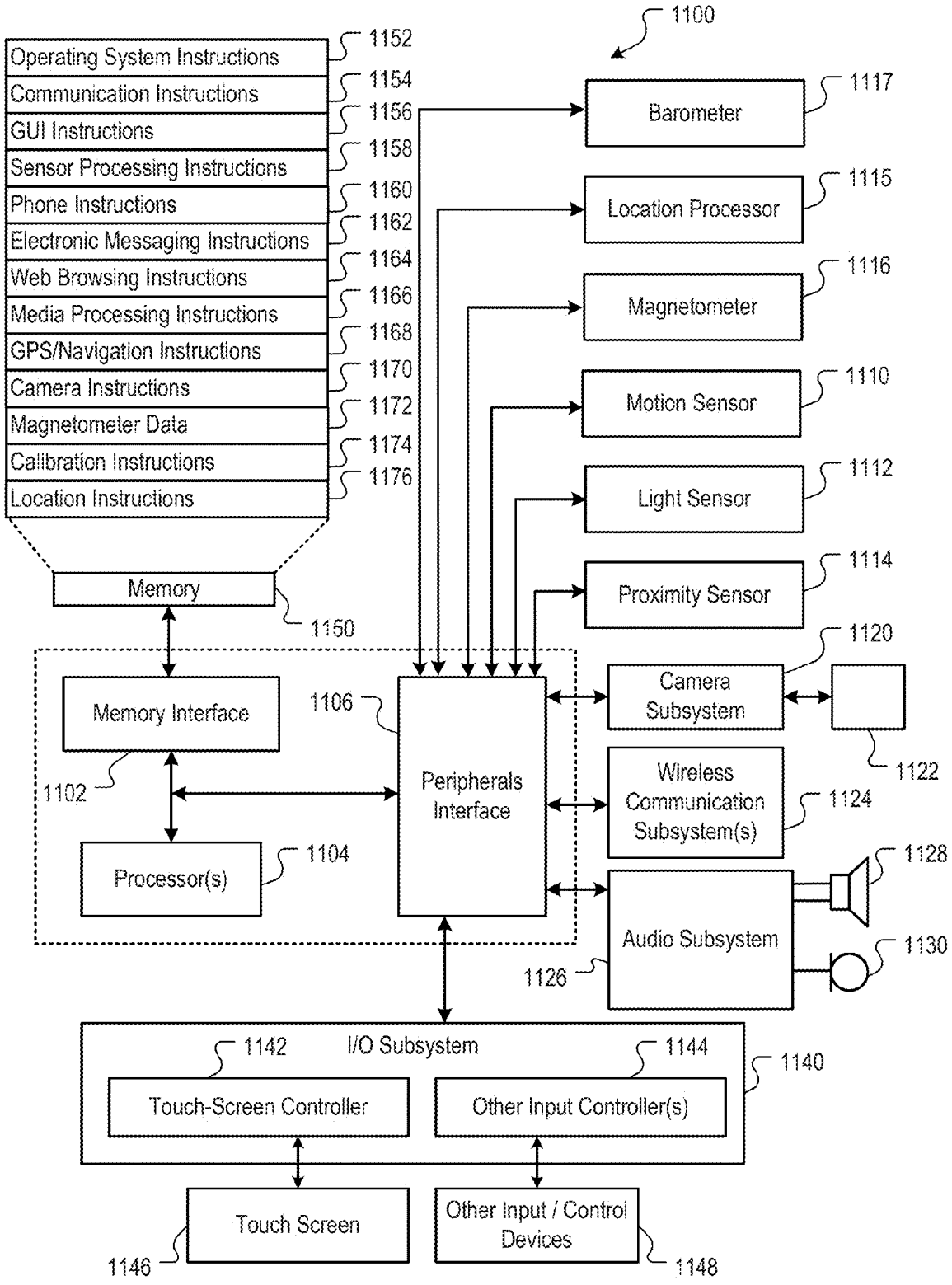
1100
Operating System Instructions
Communication Instructions
GUI Instructions
Sensor Processing Instructions
Phone Instructions
Electronic Messaging Instructions
Web Browsing Instructions
Media Processing Instructions
GPS/Navigation Instructions
Camera Instructions
Magnetometer Data
Calibration Instructions
Location Instructions
1152
1154
1156
1158
1160
1162
1164
1166
1168
1170
1172
1174
1176
Memory
1150
Memory Interface
1102
Processor(s)
1104
1106
Peripherals Interface
Barometer
1117
Location Processor
1115
Magnetometer
1116
Motion Sensor
1110
Light Sensor
1112
Proximity Sensor
1114
Camera Subsystem
1120
1122
Wireless Communication Subsystem(s)
1124
Audio Subsystem
1126
1128
1130
I/O Subsystem
1140
1142
Touch-Screen Controller
1144
Other Input Controller(s)
Touch Screen
1146
Other Input / Control Devices
1148

FIG. 11

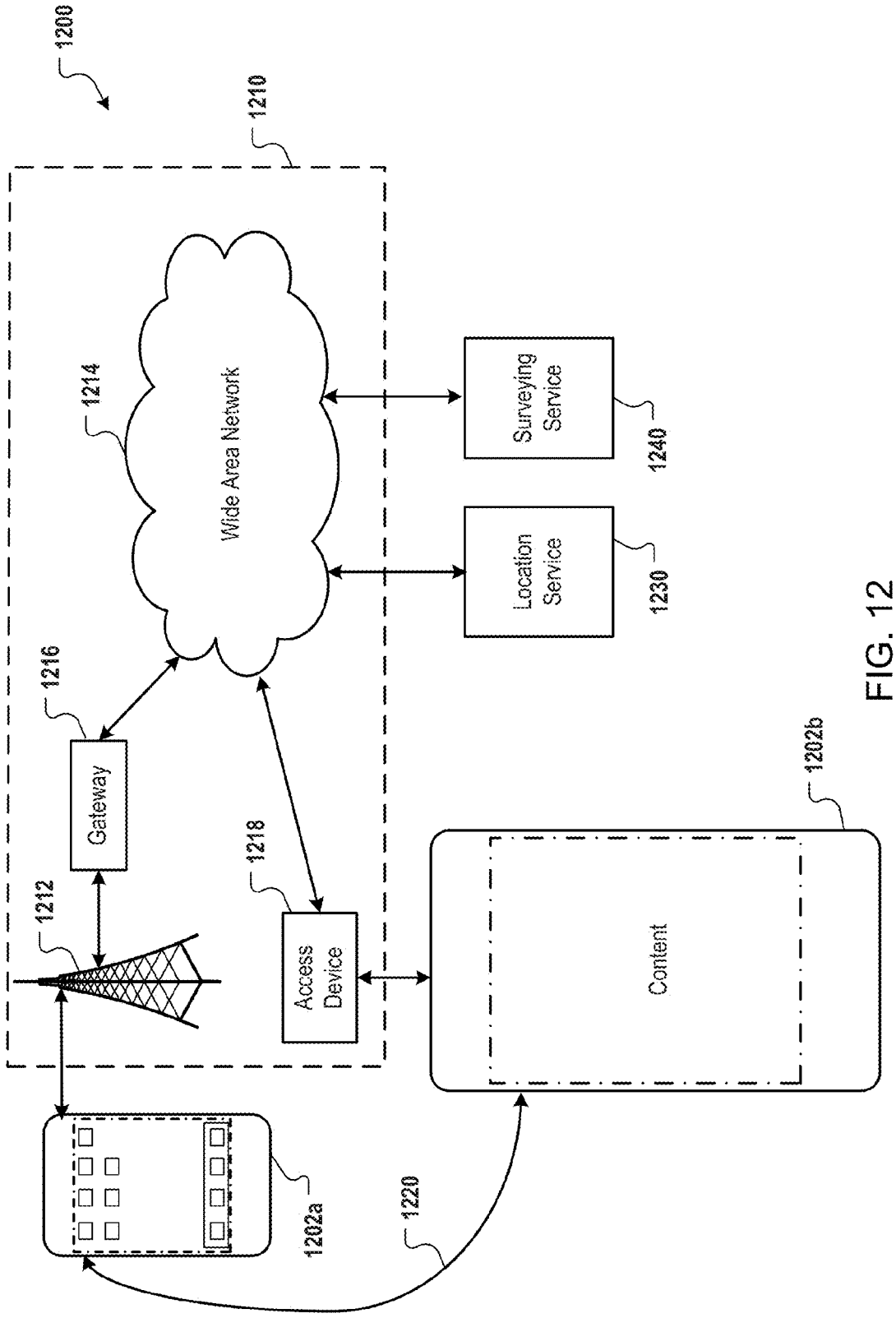
1200
1210
1214
Wide Area Network
Surveying Service
1240
Location Service
1230
1216
Gateway
1218
1212
Access Device
1202b
Content
1202a
1220

FIG. 12

REDUCING LOCATION SEARCH SPACE

TECHNICAL FIELD

This disclosure relates generally to location determination.

BACKGROUND

Some mobile devices have features for determining a geographic location. For example, a mobile device can include a receiver for receiving signals from a global satellite system (e.g., global positioning system or GPS). The mobile device can determine a geographic location, including latitude and longitude, using the received GPS signals. In many places, GPS signals can be non-existent, weak, or subject to interference, such that it is not possible to accurately determine a location using the GPS functions of the mobile device. In addition, the mobile device may not be able to determine its location using other conventional technologies (e.g., dead reckoning). For example, a mobile device may have been turned off and have traveled a long distance while turned off (e.g., in an airplane). As a result, the mobile device may not have a starting point for dead reckoning. When the mobile device is turned back on again (e.g., when the mobile device leaves the airplane and enters an airport building), satellite signals may be unavailable. Lacking GPS signals and a starting location, the mobile device can use neither GPS functions nor dead reckoning to determine a location when in the airport building. Meanwhile, a user of the mobile device may wish to know where in the airport building the user is located. The user may wish to know the location as quickly as possible, using the mobile device.

SUMMARY

Methods, program products, and systems for reducing a location search space are described. A mobile device, when arriving at a venue, can determine a location of the mobile device using signals from one or more signal sources associated with the venue. The mobile device can use a coarse location estimator to estimate a coarse location of the mobile device at the venue. The mobile device can request, from a server, detailed location data associated with the coarse location. The detailed location data can include location fingerprint data associated with a portion of the venue that includes the coarse location. The mobile device can determine an estimated location that has finer granularity than the coarse location using the location fingerprint data.

In general, in one aspect, a server can store coarse location data and location fingerprint data. The coarse location data can include estimated locations of one or more signal sources. The location fingerprint data can include expected measurements of signal from the one or more signal sources. The server can receive a request for coarse location data from a mobile device. The request can be associated with an identifier of each of the one or more signal sources. The server can provide the coarse location data to the mobile device. The server can then receive a request for location fingerprint data from the mobile device. The request for location fingerprint data from the mobile device can indicate a coarse location as estimated by the mobile device using the coarse location data. In response, the server can provide the location fingerprint data associated with an area that includes the coarse location to the mobile device for determining an estimated location of the mobile device.

In general, in one aspect, a server can receive survey data from a sampling device. The survey data can include measurements of signals of one or more signal sources as detected by the sampling device when the sampling device is located at a venue. The server can generate coarse location data and location fingerprint data based on received survey data. The coarse location data and location fingerprint data can be associated with the venue. When the server receives a request for location fingerprint data including a coarse location, the server can send a portion of the location fingerprint data that includes the coarse location in response.

The features described in this specification can be implemented to achieve the following advantages. Compared to a conventional mobile device having GPS functions and conventional dead reckoning functions, a mobile device implementing features described in this specification can provide a location estimate when GPS signals and dead reckoning are unavailable. Accordingly, for example, a user entering an airport building from an airplane can know the user's location in the airport building using the mobile device.

The location estimation can be fast. A location fingerprint database can be large for a large building (e.g., an airport building) when many signal sources can be detected in the large building. A mobile device implementing features described in this specification can quickly determine a location of the mobile device in two stages. In a first stage, the mobile device can determine that the mobile device is located at a coarse location in a particular portion of the building, and then request downloading only location fingerprint data relevant to that portion of the building. Accordingly, the download data size will be smaller than when downloading location fingerprint data for the entire venue. Downloading speed can be faster, and bandwidth usage will be smaller.

In addition, the mobile device typically can detect fewer signal sources in portion of venue than all signal sources in the venue. Accordingly, a search space in which the mobile device determines a location is smaller. When the mobile device determines the location using the location fingerprint data in the second stage of location determination, the mobile device can determine a precise location using the fingerprint data. In the second stage, the mobile device may perform fewer calculations including statistical classification using the location fingerprint data than a conventional device. Accordingly, location determination can be faster, giving a user a better experience.

The details of one or more implementations of reducing a location search space are set forth in the accompanying drawings and the description below. Other features, aspects, and advantages of reducing a location search space will become apparent from the description, the drawings, and the claims.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. **1** is a diagram providing an overview of reducing a location search space.

FIG. **2** is a diagram illustrating techniques of managing an a priori search space.

FIG. **3** illustrates an exemplary logical structure of a location fingerprint database.

FIG. **4** is a diagram illustrating exemplary techniques for generating survey data by a mobile device.

FIG. **5** is a block diagram illustrating components of an exemplary location subsystem of a mobile device.

FIG. **6** is a flowchart of an exemplary procedure of reducing a location search space performed by a mobile device.

FIG. **7** is a block diagram illustrating components of an exemplary location estimation system configured to generate coarse location data and location fingerprint data.

FIG. **8** is a flowchart of an exemplary procedure of generating coarse location data and location fingerprint data using survey data.

FIG. **9** is a flowchart block of an exemplary procedure of providing coarse location data and location fingerprint data to a mobile device to reduce a location search space.

FIG. **10** is a block diagram of an exemplary system architecture for implementing the features and operations of FIGS. **1-9**.

FIG. **11** is a block diagram illustrating an exemplary device architecture of a mobile device implementing the features and operations described in reference to FIGS. **1-9**.

FIG. **12** is a block diagram of an exemplary network operating environment for the mobile devices of FIGS. **1-9**.

Like reference symbols in the various drawings indicate like elements.

DETAILED DESCRIPTION

Overview

FIG. **1** is a diagram providing an overview of reducing a location search space. Mobile device **102** can be a device implementing features described in this specification. Mobile device **102** can be located at venue **104**. Venue **104** can be a large building, where inside venue **104**, signals from a global satellite system (e.g., GPS) are obstructed or otherwise interfered with. When located at venue **104**, mobile device **102** seeks to determine an estimated location using techniques other than GPS.

Mobile device **102** may not have prior knowledge where mobile device **102** is located. For example, mobile device **102** may have travelled a long distance (e.g., on an airplane), entered venue **104**, and been turned on. Mobile device **102** can detect one or more signal sources, e.g., signal sources **106**, **108**, and **110**. Each of signal sources **106**, **108**, and **110** can be a source of a radio frequency (RF) signal, e.g., a wireless access point of a wireless network. Mobile device **102** can determine a coarse location of mobile device **102** using the signal sources. The coarse location can be a rough location estimate having high uncertainty and low accuracy. To determine the coarse location, mobile device **102** can submit a request for locations services to location server **112**. The request can be a request for coarse location data for determining the coarse location. The request for coarse location data can include identifiers of detected signal sources **106**, **108**, and **110**. The identifiers can be, for example, media access control (MAC) addresses of signal sources **106**, **108**, and **110**.

Location server **112** can be one or more computers configured to provide location services to mobile devices. Upon receiving the request for coarse location data, location server **112** can determine that the identifiers of detected signal sources **106**, **108**, and **110** are associated with venue **104** according to signal source location database **114**. Signal source location database **114** can store representations of signal sources **106**, **108**, and **110**, and an identifier of venue **104** associated with signal sources **106**, **108**, and **110**. Signal source location database **114** can be part of location server **112**, or be connected to location server **112** through a network. In signal source location database **114**, each of signal sources **106**, **108**, and **110** can be associated with a signal source location.

The signal source location may or may not correspond to a physical location of the corresponding signal source. Each signal source location can be associated with signal sources **106**, **108**, and **110** using surveys already performed by a sampling device. The surveying techniques will be described below in reference to FIG. **4**. In some implementations, the signal source location of each of signal sources **106**, **108**, and **110** can be an actual or estimated location of the corresponding signal source relative to venue **104**, e.g., X meters south and Y meters west of a reference point in venue **104**. In some implementations, the signal source locations can each include a latitude coordinate, a longitude coordinate, and an altitude coordinate. The signal source locations of signal sources **106**, **108**, and **110** can each be associated with an uncertainty value. The uncertainty value can indicate a confidence of the signal source location or an error margin of the signal source location.

Location server **112** can provide coarse location data to mobile device **102**. The coarse location data can include signal source locations of signal sources **106**, **108**, and **110**, as well as signal source locations of other signal sources associated with venue **104**. A signal source can be associated with venue **104** when signal from the signal source are estimated to be detectable by a mobile device located at venue **104**.

Upon receiving the coarse location data, mobile device **102** can determine coarse location **120** of mobile device **102**. Mobile device **102** can determine coarse location **120** using a weighted average of signal source locations of signal sources **106**, **108**, and **110**. The weights in the weighted average can correspond to measurements of the signals from signal sources **106**, **108**, and **110**. For example, the weighted average can be a function of an RSSI of signals from each of signal sources **106**, **108**, and **110**, and the uncertainty value of each of signal sources **106**, **108**, and **110**. Mobile device **102** can submit coarse location **120** to location server **112**. Mobile device **102** can submit coarse location **120** as a request for location fingerprint data. More details on location fingerprint data will be described below in reference to FIG. **3**.

Upon receiving the request for location fingerprint data from mobile device **102**, location server **112** can determine one or more tiles, e.g., tile **130**, the location fingerprint data of which will be send to mobile device **102**. Location server **112** can identify tile **130** from location fingerprint database **132**. Location fingerprint database **132** can store location fingerprint data associated with venue **104**. Location fingerprint database **132** can be a database that is a part of location server **112** or be connected to location server **112** through a network. The location fingerprint data can include expected measurements of signal sources associated with multiple locations at venue **104**. Mobile device **102** can determine a location of mobile device **102** using statistical classification based on the location fingerprint data. When venue **104** is a large building, many signal sources can be detected in various parts of the building. A search space for statistical classification can be large, e.g., can involve all the signal sources. Performing statistical classification on a large search space can be resource intensive operations.

Location server **112** can divide venue **104** into multiple tiles. Each tile can include a portion of venue **104** and have a portion of the signal sources detectable in the portion of venue **104**. In statistical classification, each tile can correspond to a smaller search space than the search space for the entire venue **104**. Tiles can overlap.

Upon receiving the request for location fingerprint data from mobile device **102**, location server **112** can identify tile **130** that encloses coarse location **120**. Tile **130** can correspond to location fingerprint data that includes expected measurement vectors for signal sources **106**, **108**, and **110**, as well as expected measurement vectors for other signal sources. Location server **112** can submit the location fingerprint data of tile **130** to mobile device **102**.

Mobile device **102**, upon receiving the location fingerprint data of tile **130**, can perform statistical classification of measurements of signals of signal sources **106**, **108**, and **110** using the location fingerprint data associated with tile **130**. Mobile device **102** can determine estimated location **134** of mobile device **102** based on a result of the statistical classification. The location fingerprint data of tile **130** can have a smaller search space than the search space for entire venue **104**. Accordingly, mobile device **102** can determine estimated location **134** more efficiently than determining estimated location **134** by performing statistical classification on all location fingerprint data associated with venue **104**. The estimated location can be a venue location that is relative to a reference point in the venue and sufficiently accurate (e.g., to within a few meters) to tell a user of mobile device **102** where in venue **104** the user is located.

FIG. **2** is a diagram illustrating techniques of managing an a priori search space. Mobile device **102** can be at location A and move towards venue **104**. While approaching venue **104**, mobile device **102** may determine an estimated location and an estimated heading of mobile device **102** using a location subsystem of mobile device **102** (e.g., a GPS subsystem). Base on the estimated location and the estimated heading, mobile device **102** can recognize that mobile device **102** is approaching venue **104**. Mobile device **102** can request location fingerprint data from location server **112**. The request can include the estimated location (location A) and the estimated heading.

Based on the estimated location (location A) and estimated heading, location server can provide tile M fingerprint data to mobile device **102**. Tile M fingerprint data can correspond to a portion of venue **104** that mobile device **102** is expected to enter, e.g., a lobby area of an office building, or a check in area of an airport building. Mobile device **102** can store the tile M fingerprint data locally in location fingerprint database **202** of mobile device **102**. When mobile device **102** is at venue **104**, e.g., at location B that is enclosed by tile M, mobile device **102** can determine an estimated location using the tile M fingerprint data.

Mobile device **102** can move from location B to location C. During the move, mobile device **102** may be turned off such that a path from location B to location C is unknown to mobile device **102**. Mobile device **102** can be turned on again at location C. Mobile device **102** can detect signal sources **204** and **206** after being turned on. Mobile device **102** can determine that signal sources **204** and **206** are not present in the tile M fingerprint data. Upon the determination, mobile device **102** can submit a request for coarse location data to location server **112**. In response, location server **112** can provide coarse location data to mobile device **102**. In some implementations, location server **112** can provide the coarse location data to mobile device **102** along with tile M fingerprint data, such that mobile device **102** does not need to request coarse location data later. Mobile device **102** can store the coarse location data indefinitely, or until mobile device **102** leaves venue **104**.

Mobile device **102** can then determine a coarse location, and submit the coarse location to location server **112**. In response, location server **112** can send tile N fingerprint data to mobile device **102**, where tile N encloses the coarse location. Mobile device **102** can store tile N fingerprint data in location fingerprint database **202**. Mobile device **102** can then determine an estimated location of mobile device **102** using statistical classification based on the tile N fingerprint data.

Exemplary Location Fingerprint Data

FIG. **3** illustrates an exemplary logical structure of location fingerprint data. The location fingerprint data can be generated by location server **112**, and stored in location fingerprint database **132** of FIG. **1**. The location fingerprint data, after being provided to mobile device **102**, can be stored in location fingerprint database **202**. The exemplary logical structure illustrated in FIG. **3** can correspond to a portion of the location fingerprint database, e.g., the portion that corresponds to venue **104**.

Location fingerprint data can include, for each location among multiple locations in a venue (e.g., venue **104** of FIG. **1**), a measurement vector. A measurement vector can include expected measurements of the signal sources at the location, variance of the expected measurements at the location, and weights of the expected measurements at the location. The expected measurements can include measurements a mobile device, if located at the corresponding location, is expected to take. The variance can include a range of values of the expected measurements, and a probability that the measurements have each value. The weights can indicate how much weight the mobile device is going to apply to the corresponding expected measurements in statistical classification. The weight of a given signal source can correspond to a probability that a mobile device can detect the signal from the signal source.

The expected measurements can correspond to more than one type of signal sources. For example, location fingerprint data can include at least one of: wireless access point fingerprint data; radio frequency identification (RFID) fingerprint data; near field communication (NFC) fingerprint data; Bluetooth™ fingerprint data; magnetic field fingerprint data; cellular fingerprint data; or computer vision fingerprint data. The various fingerprint data can be aggregated to form the location fingerprint data for a given venue or a given location at the venue. The various fingerprint data can include, for example, a received signal strength indication (RSSI), a round trip time, a magnetic field strength and direction.

Location fingerprint data can be stored as multi-dimensional data in association with a venue. Some of the dimensions of the multi-dimensional data can be space dimensions. The space dimensions can include X (e.g., latitude), Y (e.g., longitude), and Z (e.g., altitude, not shown). The space dimension can be continuous, expressed in a function, or discrete, where the space dimension can include locations distributed in the venue. The distribution can be even and uniform, or concentrated around areas where good measurements (e.g., strong signals or strong contrast between a first signal and a second signal) exist.

At least one dimension of the multi-dimensional data can be a signal source dimension. Location fingerprint data can include multiple measurement vectors, each measurement vector corresponding to a location in the venue. Measurement vector **302**A can correspond to a location represented by (X1, Y1, Z1), and have one or more values of each signal source at location (X1, Y1, Z1). Likewise, measurement vector **302**B can correspond to a location represented by (X2, Y2, Z2), and have one or more values of each signal source at location (X2, Y2, Z2). The values can include one or more of an expected value of an environment variable (e.g., an expected RSSI), a variance of the expected value, or the weight. Location server **112** can determine the expected measurement and variance based on measurements and variance of the measurements received from a sampling device. The sampling device can be a mobile device configured to detect signals from signal sources at multiple locations in the venue when the mobile device moves in the venue.

In some implementations, the space dimension can be normalized. Each measurement received from a sampling device can correspond to a sampling point. For example, a surveyor

can carry the sampling device and follow path **304** to survey a venue. Location server **112** can determine a location grid, and normalize path **304** to locations **306**, **308** **310**, **312**, and **314** according to distribution of locations **306**, **308** **310**, **312**, and **314**. More details on obtaining measurement using survey by sampling device will be described below in reference to FIG. **4**.

The entire search space for venue **104** can include all the signal sources (e.g., SS1, SS2, and SS3) and all sample points, as well as location in venue **104** that are not sampled where the expected measurements are determined by interpolation or extrapolation. The search space can be reduced when a coarse location is known. Reduced search space **320** can include a portion of the signal sources, e.g., SS1 and SS2, and a portion of all sample locations and locations. Reduced search space **320** can include the portion of the signal sources and portion of sample locations associated with one or more tiles (e.g., tile **130** of FIG. **1**). A mobile device can determine a location by performing statistical classification of signal measurements in reduced search space **320**.

Exemplary Surveying Techniques

FIG. **4** is a diagram illustrating exemplary techniques for generating survey data by a mobile device. In a survey, sampling device **402** can measure signals from one or more signal sources and submit the measurements to location server **112** for processing. Sampling device **402** can survey locale **400**, which can be a portion of venue **104** of FIG. **1**. Sampling device **402** can be mobile device **102** of FIG. **1**, or another mobile device designated to survey locale **400**.

Surveying locale **400** can include measuring one or more environment variables using a sensor or receiver of sampling device **402**. Each environment variable can correspond to a signal from a signal source. Each environment variable can be natural or artificial. For example, an environment variable can be a radio signal, magnetic field intensity or direction, a temperature, a sound level, a light intensity or color, or air pressure. The environment variables can include signals from signal sources SS1, SS2, and SS3. Signal sources SS1, SS2, and SS3 can transmit signals that are detectable by sampling device **402** at locale **400**. Physically, signal sources SS1, SS2, and SS3 may be located inside or outside of locale **400**.

Sampling device **402** can be carried by a surveyor to various sampling points in locale **400**. The surveyor can be a person or a device that can physically move to various locations inside of venue **104**. Sampling device **402** can determine the sampling points based on a user input on a map of locale **400** displayed on sampling device **402**. The sampling points can be along sampling path **404**. In some implementations, sampling path **404** can be a path provided to sampling device **402** by location server **112**. For example, location server **112** can provide a map of locale **400** to mobile device **102** for display, and provide the sampling path **404** to mobile device **102** for overlaying on the map. Location server **112** (or sampling device **402**) can instruct the surveyor to take measurements at one or more sampling points, e.g., sampling point **406**, along sampling path **404**. In some implementations, sampling path **404** can be an ad hoc path. A surveyor can walk to various locations in locale **400** and take a measurement at each location. Sampling path **404** can be constructed based on time and location sequence of the various locations.

At each sampling point, sampling device **402** can record a sensor or receiver reading measuring signals from one or more signal sources. For example, if signal sources SS1, SS2, and SS3 are RF transmitters, e.g., wireless access points, sampling device **402** can record measurements of signals from signal sources SS1, SS2, and SS3 when sampling device **402** can detect a signal from the respective wireless access point. The recorded measurements can include a service set identification (SSID) or MAC address received from each of the wireless access points, and RSSI from each wireless access point. Sampling device **402** can designate the sampled information at each sampling point measurements of the sampling point. At each sampling point, sampling device **402** need not detect signals from all signal sources to generate the measurements for a sampling point. Sampling device **402** can send the measurements to location server **112** as survey data **408** for additional processing.

Based on survey data **408** received from sampling device **402**, location server **112** can generate signal source data **410** and location fingerprint data **412**. Location server **112** can store signal source data **410** and location fingerprint data **412** in signal source location database **114** and location fingerprint database **132**, respectively.

Location server **112** can generate signal source data **410** by applying a first and second moment estimation to survey data **408**. More details of generating signal source data **410** are described in patent application Ser. No. 13/153,069 "Location Estimation Using a Probability Density Function, the entire content of which is incorporated herein by reference.

Location fingerprint data **412** can include measurement vectors based on the measurements in survey data **408** received from sampling device **402**. In some implementations, location server **112** can determine the measurement vectors, including measurement vectors **302**A and **302**B of FIG. **3**, using interpolation from the measurements in survey data **408**. In some implementations, location server **112** can determine some or all measurement vectors, including measurement vectors **302**A and **302**B, using prediction. Predication can include extrapolation using truth data on signal sources. The truth data can include known locations of the signal sources at locale **400**, e.g., exact location of signal sources SS1, SS2, and SS3 as provided in reference to a map of locale **400**.

Location server **112** can obtain the variance of the expect measurements based on difference in the measurements in survey data **408**. Location server **112** can determine feature vectors that include weights of each signal source at multiple locations. Location server **112** can determine the feature vectors based on, for example, strength of a signal from each signal source as surveyed at each sampling point at the venue, where a stronger signal is associated with a higher weight.

Feeding an a Priori Search Space by a Coarse Location Estimator

FIG. **5** is a block diagram illustrating components of exemplary location subsystem **500** of mobile device **102**. Location subsystem **500** can include hardware or software components for reducing a search space in location determination and determining an estimated location of mobile device **102** using the reduced search space.

Location subsystem **500** can include location manager **502**. Location manager **502** is a component of location subsystem **500** configured to manage location determination functions. When signals from a global satellite system (e.g., GPS) are available, location manager **502** can determine a location of mobile device **102** using the signals from the global satellite system. When signals from a global satellite system are unavailable, location manager **502** can request signal source interface **504** to provide one or more measurements of signals received from signal sources by one or more sensors or receivers of mobile device **102**.

Signal source interface **504** can be a component of location subsystem **500** configured to interface with the one or more sensors or receivers of mobile device **102** and provide measurements of the signals and identifiers of the signal sources to location manager **502**. The measurements can include, for example, an RSSI or a round-trip time when signal sources **106**, **108**, and **110** are wireless access points, a temperature when signal sources **106**, **108**, and **110** are heat sources, a sound pressure level when signal sources **106**, **108**, and **110** are sound sources, a light intensity or spectrum when signal sources **106**, **108**, and **110** are light sources.

Upon receiving the measurements from signal source interface **504**, location manager **502** can provide the received measurements and identifiers to coarse location estimator **506**. Coarse location estimator **506** is a component of location subsystem **500** configured to determine a coarse location of mobile device **102**. Coarse location estimator **506** can submit the identifiers of the signal sources to location server interface **508** in a request for coarse location data.

Location server interface **508** is a component of location subsystem **500** configured to send location data requests to location server **112** and receive location data from location server **112**. Upon receiving the request for coarse location data, location server interface **508** can submit the request to location server **112** and receive coarse location data in response. The coarse location data can include signal source locations of the signal sources identified by the identifiers. Location server interface **508** can submit the coarse location data to coarse location estimator **506**.

Upon receiving the coarse location data, coarse location estimator **506** can determine a coarse location of mobile device **102** based on the measurements received from location manager **502** and the coarse location data. The coarse location can be associated with an a priori uncertainty value indicating an error margin of the coarse location. Coarse location estimator **506** can submit the coarse location and the associated a priori uncertainty value to location manager **502**. Location manager **502** can submit the coarse location to location server interface **508** in a request for location fingerprint data. Location server interface **508** can submit the request to location server **112** as a second request. Location server **112** can retrieve location fingerprint data based on the coarse location and provide the location fingerprint data to location server interface **508**. Location server interface **508** can store the received location fingerprint data in local location fingerprint database **510**. Local location fingerprint database **510** can be a component of location subsystem **500** configured to store location fingerprint data on mobile device **102**.

Location manager **502** can request location estimator **512** to determine an estimated location of mobile device **102**. The request can include the a priori uncertainty value as determined by coarse location estimator **506** and measurements provided by signal source interface **504**. Location estimator **512** is a component of location subsystem configured to determine the estimated location by performing statistical classification of the measurement using location fingerprint data. Location estimator **512** can request the location fingerprint data, and perform the statistical classification of the measurements based on the a priori uncertainty value. Location estimator **512** can provide the estimated location resulting from the statistical classification as an output of location subsystem **500**. Mobile device **102** can provide the output for display on a display device, or use the output to drive location based application programs or system services.

FIG. **6** is a flowchart of exemplary procedure **600** of reducing a location search space performed by mobile device **102**. Mobile device **102** can submit (**602**), to a server (e.g., location server **112**), a request for coarse location data. The request for coarse location data can include an identifier of each of one or more signal sources detected by mobile device **102**. Submitting the request for coarse location data can be triggered by a location request for an estimated location of mobile device **102** received by mobile device **102** from a user or an application program. Another trigger for submitting the request for coarse location data can be that, when mobile device **102** receives the location request, mobile device **102** cannot detect GPS signals.

Mobile device **102** can receive (**604**), from the server, coarse location data. The coarse location data can include an actual or estimated location of each signal source. The estimated location of each signal source can be determined based on a multi-modal probability function applied to survey data. The survey data can be provided by a sampling device (e.g., sampling device **402**) measuring signals from the signal source at a venue. The estimated location can be associated with a signal source uncertainty value.

Mobile device **102** can determine (**606**) a coarse location of mobile device **102** based on a measurement of signals from the one or more signal sources and a function of the signal source uncertainty and the measurement. The function can be a weighted average of measurements. For example, each signal source can be an RF signal transmitter, e.g., a wireless access point. The measurements can be signal strengths (e.g., RSSI), a round-trip time, or a combination of the two. The weight can be the measurements and the uncertainty value.

Mobile device **102** can submit (**608**), to the server, a request for location fingerprint data. The request for location fingerprint data can identify the coarse location.

Mobile device **102** can receive (**610**), from the server, the location fingerprint data associated with at least of a portion of a venue that includes the coarse location. The location fingerprint data can include expected measurements of signal of each signal source. The location fingerprint data can include training data generated based on one or more previously conducted surveys of the venue. The training data can be used in statistical classification.

Mobile device **102** can determine (**612**) an estimated location of mobile device **102** based on statistical classification of a measurement vector using the location fingerprint data. The measurement vector can include a measurement of the signals from each signal source. Mobile device can provide the estimated location as a response to the location request that triggered submission of the request for coarse location data.

Exemplary Location Server

FIG. **7** is a block diagram illustrating components of exemplary location server **112** configured to generate coarse location data and location fingerprint data, and to provide the coarse location data and location fingerprint data to a mobile device.

Location server **112** can include data harvesting unit **702**. Data harvesting unit **702** is a component of location server **112** that is programmed to receive and process survey data from one or more mobile devices (e.g., sampling device **402**). Data harvesting unit **702** can include data parsing unit **706**. Data parsing unit **706** is a component of data harvesting unit **702** that is configured to receive the raw data from the one or more mobile devices (e.g., sampling device **402**), parse the data fields of the raw data, and generate structured data, e.g., name-value pairs that match identifier of a signal source to a measurement of signals from that signal source and venue-name pairs that match signal sources to a venue. The identifier can be a MAC address of a signal source.

Data harvesting unit **702** can include data registration unit **708**. Data registration unit **708** is a component of data harvesting unit **702** that is configured to receive parsed data (e.g., the name-value pairs) generated by data parsing unit **706**, and send at least a portion of the parsed data to data point data store **710** for storage. Data point data store **710** can include a database (e.g., a relational database, an object-oriented database, or a flat file) that is configured to store location information in association with signal source identifiers.

Data harvesting unit **702** can include data filtering unit **712**. Data filtering unit **712** is a component of data harvesting unit **702** that is configured to identify stale data from data point data store **710**, and remove the stale data from data point data store **710**. The stale data can include measurement of signals from signal sources that are determined to have moved.

Location server **112** can include location calculation unit **714**. Location calculation unit **714** is a component of location server **112** that is configured to generate one or more estimated locations based on data points stored in data point data store **710** using a probability density function. Location calculation unit **714** can include histogram generation unit **716**. Histogram generation unit **716** is a component of location calculation unit **714** that is configured to generate a histogram based on data points from data point data store **710**. The histogram can indicate a probability of a signal source being located at each of multiple locations. Histogram generation unit **716** can generate a histogram for each signal source.

Location calculation unit **714** can include grid selection unit **718**. Grid selection unit **718** is a component of location calculation unit **714** that is configured to select one or more locations ("bins") from the histogram generated by histogram generation unit **716** using a probability density function. The selection operations can include applying a multi-modal probability function.

Location calculation unit **714** can include location calculator **720**. Location calculator **720** is a component of location calculation unit **714** that is configured to calculate a location of each signal source based on the selected bins, and to calculate an uncertainty of the calculated location. The calculated location can include location coordinates including a latitude coordinate, a longitude coordinate, and an altitude coordinate. The uncertainty can indicate an estimated accuracy of the calculated location.

Location calculator **720** can be configured to calculate a reach of each signal source from information associated with data points stored in data point data store **710**. The reach of a signal source can indicate a maximum distance from which the signal source can be expected to be observable by a mobile device. Location calculator **720** can calculate the reach using locations in the harvested data and the calculated location.

Location calculation unit **714** can generate output including the location coordinates determined by location calculator **720**. The location coordinates can be associated with an identifier of the signal source, an uncertainty, and a reach of the signal source. Location server **112** can designate the output as signal source data **410**. Location server **112** can store signal source data **410** in signal source location database **114** in association with a venue. Signal source location database **114** can be a database configured to store the location coordinates of signal sources and associated information.

Location server **112** can include data distribution unit **724**. Data distribution unit **724** is a component of location server **112** that is configured to retrieve signal source data **410** stored in signal source location database **114**, and send the location coordinates and associated information to mobile devices **102** as coarse location data.

Location server **112** can include fingerprint engine **726**. Fingerprint engine **726** can generate location fingerprint data **412** using survey data. To generate location fingerprint data **412** using survey, fingerprint engine **726** can receive the survey data, and generate the location fingerprint data based on the received survey data using interpolation for determining predicted measurements at points not sampled by sampling device **402**. In some implementations, fingerprint engine **726** can generate location fingerprint data **412** using predication. Predication can include extrapolation using truth data on the signal sources. The truth data can include known locations of the signal sources relative to a venue. Fingerprint engine **726** can store generated location fingerprint data **412** in location fingerprint database **132**. Data distribution unit **724** can retrieve location fingerprint data **412** stored in location fingerprint database **132** and send the location fingerprint data to mobile devices **102** upon request.

FIG. **8** is a flowchart of exemplary procedure **800** of generating coarse location data and location fingerprint data using survey data. Procedure **800** can be performed by location server **112**.

Location server **112** can obtain (**802**), from a sampling device (e.g., sampling device **402**), multiple sampling points and a set of measurements. The sampling device can be a mobile device designated to measure signals from one or more signal sources at a venue. The sampling points can be points along a route (e.g., sampling path **404**) traveled by the sampling device. The sampling points can be locations at which the sampling device measures the signals using one or more sensors or receivers. The venue can include a space accessible by a pedestrian and one or more constraints of movements of the pedestrian. Each measurement can be associated with a location of a sampling point at which the sampling device measures the signals. The location can be a location relative to the venue.

Obtaining the sampling points and the set of measurements can be done in an ad hoc manner or in a prescribed manner. In some implementations, location server **112** can receive the sampling points from the sampling device. Each sampling point can be a location at the venue. A surveyor can walk at the venue with the sampling device. The sampling device can display a venue map. The venue map can include structures (e.g., hallways or offices) of the venue. The surveyor can select a current location of the surveyor on the venue map in an ad hoc manner, e.g., periodically or randomly, while the surveyor walks. When the surveyor selects a location using a selection input, the selection input can trigger the sampling device to take measurements of signals received, associate the measurements with selected location, and designate the selected location as a sampling point. For example, when the surveyor walks along a hallway and makes a turn, the surveyor can tap a turning point of the hallway as displayed in the venue map. The sampling device can take the measurements, and associate the measurements with the tapped location.

In some implementations, location server **112** can provide a prescribed route to the sampling device. The sampling device can display the route on a map of the venue. A surveyor can walk at the venue following the route. The sampling device can periodically take measurements. Each measurement can be associated with a survey timestamp. The sampling device can submit the measurements and associated survey timestamps to location server **112**. Location server **112**, upon receiving the survey timestamps and associated measurements, can determine the sampling points. Location server **112** can determine a location of a sampling point based on the prescribed route, a survey timestamp, and a calculated survey speed. Location server **112** can calculate the survey

speed based on a beginning timestamp associated with a beginning of the route, a finishing timestamp associated with an ending of the route, and a length of the route.

Location server **112** can determine (**804**) estimated locations of the signal sources (signal source locations) based on the received measurements and associated sampling points using a probability density function. Determining the estimated locations can include determining a propagation characteristic of signals from each signal source based on the venue map, which can represent structures of the venue that attenuate the signals. Location server **112** can then determine one or more estimated locations for each signal source based on the received measurements, the associated sampling locations, and the propagation characteristic. Each of the one or more estimated locations can be associated with a probability that the corresponding estimated location of the signal source is located at the estimated location.

Location server **112** can determine (**806**) location fingerprint data of the venue. The location fingerprint data can include expected measurements of signals from the one or more signal sources at sampling points and other (unsurveyed) locations at the venue. Determining the location fingerprint data of the venue can be based on at least one of interpolation or extrapolation. Determining the location fingerprint data using interpolation can include determining the expected measurements of signals by interpolating the sampling points and a set of measurements to determine expected measurements at the other locations at the venue. Determining the location fingerprint data using extrapolation can include determining the expected measurements of signals based on known relative locations of the one or more signal sources and signal propagation characteristics of structures of the venue.

Location server **112** can receive (**808**), from a requesting device (e.g., mobile device **102**), a request for coarse location data. The requesting device can be a mobile device requesting information for determining a venue location. The venue location can be a location of the requesting device relative to the venue. The request for coarse location data can include an identifier of at least one of the one or more signal sources. Each signal source can include a radio frequency signal transmitter. The identifier can include a MAC address of the corresponding RF signal transmitter.

Location server **112** can provide (**810**) to the requesting device, the estimated locations of the signal sources for estimating a coarse location of the requesting device. The requesting device can determine the coarse location, and submit the coarse location to location server **112** in a request for location fingerprint data

Location server **112** can provide (**812**), to the requesting device for determining the venue location, a portion of the fingerprint data that corresponds to the coarse location. Providing the portion of the fingerprint data can include determining a portion of the venue that includes the coarse location. Location server **112** can then provide a portion of the fingerprint data associated with the portion of the venue to the mobile device. The requesting device can determine an estimated venue location using the portion of the location fingerprint data.

FIG. **9** is a flowchart block of exemplary procedure **900** of providing coarse location data and location fingerprint data to a mobile device to reduce a location search space. Procedure **900** can be performed by location server **112**.

Location server **112** can receive (**902**), from a mobile device (e.g., mobile device **102**), an indication that the mobile device is located at a venue and is requesting information for determining a venue location of the mobile device. The indication can be a coarse location data request. The venue (e.g., an office building) can include a space accessible by a pedestrian and one or more constraints of movements of the pedestrian. The venue location can be a location of the mobile device relative to the venue (e.g., in a hallway or in a conference room).

Location server **112** can provide (**904**), to the mobile device, coarse location data. The coarse location data can include one or more signal source locations. Each signal source location can be an estimated location of a signal source the signal of which is estimated to be detectable by mobile devices at the venue. Each signal source can include a RF signal transmitter, e.g., a cellular transceiver or a wireless access point. The signal source can be a light source, a sound source, a magnetic field source, or a heat source. Location server **112** can determine each signal source location based on survey data using a probability density function. The survey data can include data received by location server **112** from a sampling device (e.g., sampling device **402**). The sampling device being a mobile device designated to measure signals from the signal sources from multiple sampling points at the venue.

Location server **112** can receive (**906**), from the mobile device, a coarse location. The coarse location can be a location of the mobile device estimated by the mobile device using the coarse location data. Each measurement can include an RSSI, a round-trip time, a magnetic field strength and direction, a light intensity or spectrum, a temperature, a sound level, or an air pressure level.

Location server **112** can provide (**908**), to the mobile device, location fingerprint data for determining the venue location. The location fingerprint data can include a fingerprint for the coarse location. The fingerprint can include a set of one or more measurements that the mobile device is expected to receive when the mobile device measures signals of the one or more signal sources at the coarse location. In addition, the location fingerprint data can include multiple of fingerprints, each fingerprint corresponding to a tile. Each tile can be an area of the venue. At least one tile of the tiles can be an area corresponding to (e.g., enclosing) the coarse location. At least one other tile of the tiles can be an area neighboring the first tile.

Exemplary System Architecture

FIG. **10** is a block diagram of an exemplary system architecture for implementing the features and operations of FIGS. **1-9**. Other architectures are possible, including architectures with more or fewer components. In some implementations, architecture **1000** includes one or more processors **1002** (e.g., dual-core Intel® Xeon® Processors), one or more output devices **1004** (e.g., LCD), one or more network interfaces **1006**, one or more input devices **1008** (e.g., mouse, keyboard, touch-sensitive display) and one or more computer-readable mediums **1012** (e.g., RAM, ROM, SDRAM, hard disk, optical disk, flash memory, etc.). These components can exchange communications and data over one or more communication channels **1010** (e.g., buses), which can utilize various hardware and software for facilitating the transfer of data and control signals between components.

The term "computer-readable medium" refers to any medium that participates in providing instructions to processor **1002** for execution, including without limitation, non-volatile media (e.g., optical or magnetic disks), volatile media (e.g., memory) and transmission media. Transmission media includes, without limitation, coaxial cables, copper wire and fiber optics.

Computer-readable medium **1012** can further include operating system **1014** (e.g., Mac OS® server, Windows® NT server), network communication module **1016**, survey manager **1020**, location manager **1030**, and fingerprint manager **1040**. Survey manager **1020** can include instructions for causing processor **1002** to perform functions of data harvesting unit **702** (of FIG. **7**), as well as functions of providing venue maps and sampling routes to sampling devices. Location manager **1030** can include instructions for causing processor **1002** to perform functions of location calculation unit **714**. Fingerprint manager **1040** can include instructions for causing processor **1002** to perform functions of fingerprint engine **726**. Operating system **1014** can be multi-user, multiprocessing, multitasking, multithreading, real time, etc. Operating system **1014** performs basic tasks, including but not limited to: recognizing input from and providing output to devices **1006**, **1008**; keeping track and managing files and directories on computer-readable mediums **1012** (e.g., memory or a storage device); controlling peripheral devices; and managing traffic on the one or more communication channels **1010**. Network communications module **1016** includes various components for establishing and maintaining network connections (e.g., software for implementing communication protocols, such as TCP/IP, HTTP, etc.).

Architecture **1000** can be implemented in a parallel processing or peer-to-peer infrastructure or on a single device with one or more processors. Software can include multiple software components or can be a single body of code.

The described features can be implemented advantageously in one or more computer programs that are executable on a programmable system including at least one programmable processor coupled to receive data and instructions from, and to transmit data and instructions to, a data storage system, at least one input device, and at least one output device. A computer program is a set of instructions that can be used, directly or indirectly, in a computer to perform a certain activity or bring about a certain result. A computer program can be written in any form of programming language (e.g., Objective-C, Java), including compiled or interpreted languages, and it can be deployed in any form, including as a stand-alone program or as a module, component, subroutine, a browser-based web application, or other unit suitable for use in a computing environment.

Suitable processors for the execution of a program of instructions include, by way of example, both general and special purpose microprocessors, and the sole processor or one of multiple processors or cores, of any kind of computer. Generally, a processor will receive instructions and data from a read-only memory or a random access memory or both. The essential elements of a computer are a processor for executing instructions and one or more memories for storing instructions and data. Generally, a computer will also include, or be operatively coupled to communicate with, one or more mass storage devices for storing data files; such devices include magnetic disks, such as internal hard disks and removable disks; magneto-optical disks; and optical disks. Storage devices suitable for tangibly embodying computer program instructions and data include all forms of non-volatile memory, including by way of example semiconductor memory devices, such as EPROM, EEPROM, and flash memory devices; magnetic disks such as internal hard disks and removable disks; magneto-optical disks; and CD-ROM and DVD-ROM disks. The processor and the memory can be supplemented by, or incorporated in, ASICs (application-specific integrated circuits).

To provide for interaction with a user, the features can be implemented on a computer having a display device such as a CRT (cathode ray tube) or LCD (liquid crystal display) monitor for displaying information to the user and a keyboard and a pointing device such as a mouse or a trackball by which the user can provide input to the computer.

The features can be implemented in a computer system that includes a back-end component, such as a data server, or that includes a middleware component, such as an application server or an Internet server, or that includes a front-end component, such as a client computer having a graphical user interface or an Internet browser, or any combination of them. The components of the system can be connected by any form or medium of digital data communication such as a communication network. Examples of communication networks include, e.g., a LAN, a WAN, and the computers and networks forming the Internet.

The computer system can include clients and servers. A client and server are generally remote from each other and typically interact through a network. The relationship of client and server arises by virtue of computer programs running on the respective computers and having a client-server relationship to each other.

Exemplary Mobile Device Architecture

FIG. **11** is a block diagram of an exemplary architecture **1100** for the mobile devices of FIGS. **1-9**. A mobile device (e.g., mobile device **102**) can include memory interface **1102**, one or more data processors, image processors and/or processors **1104**, and peripherals interface **1106**. Memory interface **1102**, one or more processors **1104** and/or peripherals interface **1106** can be separate components or can be integrated in one or more integrated circuits. Processors **1104** can include application processors, baseband processors, and wireless processors. The various components in mobile device **102**, for example, can be coupled by one or more communication buses or signal lines.

Sensors, devices, and subsystems can be coupled to peripherals interface **1106** to facilitate multiple functionalities. For example, motion sensor **1110**, light sensor **1112**, and proximity sensor **1114** can be coupled to peripherals interface **1106** to facilitate orientation, lighting, and proximity functions of the mobile device. Location processor **1115** (e.g., GPS receiver) can be connected to peripherals interface **1106** to provide geopositioning. Electronic magnetometer **1116** (e.g., an integrated circuit chip) can also be connected to peripherals interface **1106** to provide data that can be used to determine the direction of magnetic North. Thus, electronic magnetometer **1116** can be used as an electronic compass. Motion sensor **1110** can include one or more accelerometers configured to determine change of speed and direction of movement of the mobile device. Barometer **1117** can include one or more devices connected to peripherals interface **1106** and configured to measure pressure of atmosphere around the mobile device.

Camera subsystem **1120** and an optical sensor **1122**, e.g., a charged coupled device (CCD) or a complementary metal-oxide semiconductor (CMOS) optical sensor, can be utilized to facilitate camera functions, such as recording photographs and video clips.

Communication functions can be facilitated through one or more wireless communication subsystems **1124**, which can include radio frequency receivers and transmitters and/or optical (e.g., infrared) receivers and transmitters. The specific design and implementation of the communication subsystem **1124** can depend on the communication network(s) over which a mobile device is intended to operate. For example, a mobile device can include communication subsystems **1124**

designed to operate over a GSM network, a GPRS network, an EDGE network, a Wi-Fi™ or WiMax™ network, and a Bluetooth™ network. In particular, the wireless communication subsystems **1124** can include hosting protocols such that the mobile device can be configured as a base station for other wireless devices.

Audio subsystem **1126** can be coupled to a speaker **1128** and a microphone **1130** to facilitate voice-enabled functions, such as voice recognition, voice replication, digital recording, and telephony functions. Audio subsystem **1126** can be configured to receive voice commands from the user.

I/O subsystem **1140** can include touch surface controller **1142** and/or other input controller(s) **1144**. Touch surface controller **1142** can be coupled to a touch surface **1146** or pad. Touch surface **1146** and touch surface controller **1142** can, for example, detect contact and movement or break thereof using any of a plurality of touch sensitivity technologies, including but not limited to capacitive, resistive, infrared, and surface acoustic wave technologies, as well as other proximity sensor arrays or other elements for determining one or more points of contact with touch surface **1146**. Touch surface **1146** can include, for example, a touch screen.

Other input controller(s) **1144** can be coupled to other input/control devices **1148**, such as one or more buttons, rocker switches, thumb-wheel, infrared port, USB port, and/or a pointer device such as a stylus. The one or more buttons (not shown) can include an up/down button for volume control of speaker **1128** and/or microphone **1130**.

In one implementation, a pressing of the button for a first duration may disengage a lock of the touch surface **1146**; and a pressing of the button for a second duration that is longer than the first duration may turn power to mobile device **102** on or off. The user may be able to customize a functionality of one or more of the buttons. The touch surface **1146** can, for example, also be used to implement virtual or soft buttons and/or a keyboard.

In some implementations, mobile device **102** can present recorded audio and/or video files, such as MP3, AAC, and MPEG files. In some implementations, mobile device **102** can include the functionality of an MP3 player. Mobile device **102** may, therefore, include a pin connector that is compatible with the iPod. Other input/output and control devices can also be used.

Memory interface **1102** can be coupled to memory **1150**. Memory **1150** can include high-speed random access memory and/or non-volatile memory, such as one or more magnetic disk storage devices, one or more optical storage devices, and/or flash memory (e.g., NAND, NOR). Memory **1150** can store operating system **1152**, such as Darwin, RTXC, LINUX, UNIX, OS X, WINDOWS, or an embedded operating system such as VxWorks. Operating system **1152** may include instructions for handling basic system services and for performing hardware dependent tasks. In some implementations, operating system **1152** can include a kernel (e.g., UNIX kernel).

Memory **1150** may also store communication instructions **1154** to facilitate communicating with one or more additional devices, one or more computers and/or one or more servers. Memory **1150** may include graphical user interface instructions **1156** to facilitate graphic user interface processing; sensor processing instructions **1158** to facilitate sensor-related processing and functions; phone instructions **1160** to facilitate phone-related processes and functions; electronic messaging instructions **1162** to facilitate electronic-messaging related processes and functions; web browsing instructions **1164** to facilitate web browsing-related processes and functions; media processing instructions **1166** to facilitate media processing-related processes and functions; GPS/Navigation instructions **1168** to facilitate GPS and navigation-related processes and instructions; camera instructions **1170** to facilitate camera-related processes and functions; magnetometer data **1172** and calibration instructions **1174** to facilitate magnetometer calibration. The memory **1150** may also store other software instructions (not shown), such as security instructions, web video instructions to facilitate web video-related processes and functions, and/or web shopping instructions to facilitate web shopping-related processes and functions. In some implementations, the media processing instructions **1166** are divided into audio processing instructions and video processing instructions to facilitate audio processing-related processes and functions and video processing-related processes and functions, respectively. An activation record and International Mobile Equipment Identity (IMEI) or similar hardware identifier can also be stored in memory **1150**. Memory **1150** can store state instructions **1176** that, when executed, can cause processor **1104** to perform operations of location subsystem **500** as described above in reference to FIG. **5**.

Each of the above identified instructions and applications can correspond to a set of instructions for performing one or more functions described above. These instructions need not be implemented as separate software programs, procedures, or modules. Memory **1150** can include additional instructions or fewer instructions. Furthermore, various functions of the mobile device may be implemented in hardware and/or in software, including in one or more signal processing and/or application specific integrated circuits.

Exemplary Operating Environment

FIG. **12** is a block diagram of an exemplary network operating environment **1200** for the mobile devices of FIGS. **1-9**. Mobile devices **1202***a* and **1202***b* can, for example, communicate over one or more wired and/or wireless networks **1210** in data communication. For example, a wireless network **1212**, e.g., a cellular network, can communicate with a wide area network (WAN) **1214**, such as the Internet, by use of a gateway **1216**. Likewise, an access device **1218**, such as an 802.11g wireless access point, can provide communication access to the wide area network **1214**.

In some implementations, both voice and data communications can be established over wireless network **1212** and the access device **1218**. For example, mobile device **1202***a* can place and receive phone calls (e.g., using voice over Internet Protocol (VoIP) protocols), send and receive e-mail messages (e.g., using Post Office Protocol 3 (POP3)), and retrieve electronic documents and/or streams, such as web pages, photographs, and videos, over wireless network **1212**, gateway **1216**, and wide area network **1214** (e.g., using Transmission Control Protocol/Internet Protocol (TCP/IP) or User Datagram Protocol (UDP)). Likewise, in some implementations, the mobile device **1202***b* can place and receive phone calls, send and receive e-mail messages, and retrieve electronic documents over the access device **1218** and the wide area network **1214**. In some implementations, mobile device **1202***a* or **1202***b* can be physically connected to the access device **1218** using one or more cables and the access device **1218** can be a personal computer. In this configuration, mobile device **1202***a* or **1202***b* can be referred to as a "tethered" device.

Mobile devices **1202***a* and **1202***b* can also establish communications by other means. For example, wireless device **1202***a* can communicate with other wireless devices, e.g., other mobile devices, cell phones, etc., over the wireless

network **1212**. Likewise, mobile devices **1202***a* and **1202***b* can establish peer-to-peer communications **1220**, e.g., a personal area network, by use of one or more communication subsystems, such as the Bluetooth™ communication devices. Other communication protocols and topologies can also be implemented.

The mobile device **1202***a* or **1202***b* can, for example, communicate with one or more services **1230** and **1240** over the one or more wired and/or wireless networks. For example, one or more location services **1230** can provide coarse location data and location fingerprint data to mobile devices **1202***a* and **1202***b*, provide updates of coarse location data and the location fingerprint data, and provide algorithms for determining a coarse location and a venue location of mobile devices **1202***a* and **1202***b*. Venue map service **1240** can provide map information to mobile devices **1202***a* and **1202***b*. The map information can include venue maps of internal structures of buildings. Venue map service **1240** can provide a venue map for a venue to mobile devices **1202***a* and **1202***b* when mobile devices **1202***a* and **1202***b* are located at the venue or are approaching the venue.

Mobile device **1202***a* or **1202***b* can also access other data and content over the one or more wired and/or wireless networks. For example, content publishers, such as news sites, Really Simple Syndication (RSS) feeds, web sites, blogs, social networking sites, developer networks, etc., can be accessed by mobile device **1202***a* or **1202***b*. Such access can be provided by invocation of a web browsing function or application (e.g., a browser) in response to a user touching, for example, a Web object.

A number of implementations of the invention have been described. Nevertheless, it will be understood that various modifications can be made without departing from the spirit and scope of the invention.

What is claimed is:

1. A method comprising:

receiving, by a server and from a mobile device, an indication that the mobile device is located at a venue and is requesting information for determining a venue location of the mobile device, the venue comprising a space accessible by a pedestrian and one or more constraints of movements of the pedestrian, the venue location being a location of the mobile device relative to the venue, wherein the indication includes one or more identifiers of one or more signal sources detected by the mobile device at the venue location;

providing, by the server, coarse location data to the mobile device based on the one or more identifiers, the coarse location data including one or more actual or estimated locations of the one or more signal sources;

receiving, by the server and from the mobile device, a coarse location, the coarse location being a location of the mobile device estimated by the mobile device using the coarse location data; and

providing, by the server and to the mobile device, location fingerprint data for determining the venue location, the location fingerprint data comprising a fingerprint for the coarse location, the fingerprint including a set of one or more measurements that the mobile device is expected to receive when the mobile device measures signals of the one or more signal sources at the coarse location,

wherein the server comprises one or more processors.

2. The method of claim **1**, wherein each signal source includes at least one of a cellular transceiver, a wireless access point, a light source, a sound source, a magnetic field source, or a heat source.

3. The method of claim **1**, wherein each measurement includes at least one of a received signal strength indication (RSSI), a round-trip time, a magnetic field strength, a temperature, a sound level, or an air pressure level.

4. The method of claim **1**, wherein each estimated location is determined based on survey data using a probability density function, the survey data include data received by the server from a sampling device, the sampling device being a mobile device designated to measure signals from the signal sources from a plurality of sampling points at the venue.

5. The method of claim **1**, wherein the location fingerprint data comprises a plurality of fingerprints, each fingerprint corresponding to a tile, each tile being an area of the venue, at least one first tile of the tiles being an area corresponding to the coarse location, and at least one second tile of the tiles being an area neighboring the first tile.

6. A method, comprising:

submitting, by a mobile device and to a server, a request for coarse location data, the request for coarse location data comprising an identifier of each of one or more signal sources detected by the mobile device;

receiving, by the mobile device and from the server, coarse location data, the coarse location data comprising an estimated location of each signal source;

determining, by the mobile device, a coarse location of the mobile device based on a measurement of signals from the one or more signal sources and a function of a signal source uncertainty and the measurement;

submitting, by the mobile device and to the server, a request for location fingerprint data, the request for location fingerprint data identifying the coarse location;

receiving, by the mobile device and from the server, the location fingerprint data associated with at least of a portion of a venue that includes the coarse location, the location fingerprint data comprising expected measurements of signal of each signal source; and

determining, by the mobile device, an estimated location of the mobile device based on statistical classification of a measurement of the signals from each signal source using the location fingerprint data.

7. The method of claim **6**, wherein:

the estimated location of each signal source is determined based on a multi-modal probability function applied to survey data, the survey data being provided by a sampling device measuring signals from the signal source at the venue.

8. The method of claim **6**, wherein the location fingerprint data comprises training data generated based on one or more previously conducted surveys of the venue.

9. The method of claim **6**, wherein the function comprises a weighted average of measurements of signals from the one or more signal sources.

10. The method of claim **9**, wherein:

each of the one or more signal sources is a radio frequency signal transmitter, and the measurements include signal strengths or round trip time.

11. A non-transitory storage device storing computer instructions operable to cause a server to perform operations comprising:

receiving, from a mobile device, an indication that the mobile device is located at a venue and is requesting information for determining a venue location of the mobile device, the venue comprising a space accessible by a pedestrian and one or more constraints of movements of the pedestrian, the venue location being a location of the mobile device relative to the venue, wherein

the indication includes one or more identifiers of one or more signal sources detected by the mobile device at the venue location;

providing location data to the mobile device based on the one or more identifiers, the coarse location data including one or more actual or estimated locations of the one or more signal sources;

receiving, from the mobile device, a coarse location, the coarse location being a location of the mobile device estimated by the mobile device using the coarse location data; and

providing, to the mobile device, location fingerprint data for determining the venue location, the location fingerprint data comprising a fingerprint for the coarse location, the fingerprint including a set of one or more measurements that the mobile device is expected to receive when the mobile device measures signals of the one or more signal sources at the coarse location,

wherein the server comprises one or more processors.

12. The non-transitory storage device of claim **11**, wherein:

each signal source includes at least one of a cellular transceiver, a wireless access point, a light source, a sound source, a magnetic field source, or a heat source; and

each measurement includes at least one of a received signal strength indication (RSSI), a round-trip time, a magnetic field strength, a temperature, a sound level, or an air pressure level.

13. The non-transitory storage device of claim **11**, wherein each estimated location is determined based on survey data using a probability density function, the survey data include data received by the server from a sampling device, the sampling device being a mobile device designated to measure signals from the signal sources from a plurality of sampling points at the venue.

14. The non-transitory storage device of claim **11**, wherein the location fingerprint data comprises a plurality of fingerprints, each fingerprint corresponding to a tile, each tile being an area of the venue, at least one first tile of the tiles being an area corresponding to the coarse location, and at least one second tile of the tiles being an area neighboring the first tile.

15. A non-transitory storage device storing computer instructions operable to cause a mobile device to perform operations comprising:

submitting, by the mobile device and to a server, a request for coarse location data, the request for coarse location data comprising an identifier of each of one or more signal sources detected by the mobile device;

receiving, by the mobile device and from the server, coarse location data, the coarse location data comprising an estimated location of each signal source;

determining, by the mobile device, a coarse location of the mobile device based on a measurement of signals from the one or more signal sources and a function of a signal source uncertainty and the measurement;

submitting, by the mobile device and to the server, a request for location fingerprint data, the request for location fingerprint data identifying the coarse location;

receiving, by the mobile device and from the server, the location fingerprint data associated with at least of a portion of a venue that includes the coarse location, the location fingerprint data comprising expected measurements of signal of each signal source; and

determining, by the mobile device, an estimated location of the mobile device based on statistical classification of a measurement of the signals from each signal source using the location fingerprint data.

16. The non-transitory storage device of claim **15**, wherein:

the estimated location of each signal source is determined based on a multi-modal probability function applied to survey data, the survey data being provided by a sampling device measuring signals from the signal source at the venue.

17. A system, comprising:

a server comprising one or more processors; and

a non-transitory storage device storing computer instructions operable to cause the server to perform operations comprising:

receiving, from a mobile device, an indication that the mobile device is located at a venue and is requesting information for determining a venue location of the mobile device, the venue comprising a space accessible by a pedestrian and one or more constraints of movements of the pedestrian, the venue location being a location of the mobile device relative to the venue, wherein the indication includes one or more identifiers of one or more signal sources detected by the mobile device at the venue location;

providing, by the server, coarse location data to the mobile device based on the one or more identifiers, the coarse location data including one or more actual or estimated locations of the one or more signal sources;

receiving, from the mobile device, a coarse location, the coarse location being a location of the mobile device estimated by the mobile device using the coarse location data; and

providing, to the mobile device, location fingerprint data for determining the venue location, the location fingerprint data comprising a fingerprint for the coarse location, the fingerprint including a set of one or more measurements that the mobile device is expected to receive when the mobile device measures signals of the one or more signal sources at the coarse location.

18. The system of claim **17**, wherein:

each signal source includes at least one of a cellular transceiver, a wireless access point, a light source, a sound source, a magnetic field source, or a heat source; and

each measurement includes at least one of a received signal strength indication (RSSI), a round-trip time, a magnetic field strength, a temperature, a sound level, or an air pressure level.

19. The system of claim **17**, wherein each estimated location is determined based on survey data using a probability density function, the survey data include data received by the server from a sampling device, the sampling device being a mobile device designated to measure signals from the signal sources from a plurality of sampling points at the venue.

20. The system of claim **17**, wherein the location fingerprint data comprises a plurality of fingerprints, each fingerprint corresponding to a tile, each tile being an area of the venue, at least one first tile of the tiles being an area corresponding to the coarse location, and at least one second tile of the tiles being an area neighboring the first tile.

21. A mobile device, comprising:

one or more processors; and

a non-transitory storage device storing computer instructions operable to cause the one or more processors to perform operations comprising:

submitting, to a server, a request for coarse location data, the request for coarse location data comprising an identifier of each of one or more signal sources detected by the mobile device;

receiving, from the server, coarse location data, the coarse location data comprising an estimated location of each signal source;

determining, a coarse location of the mobile device based on a measurement of signals from the one or more signal sources and a function of a signal source uncertainty and the measurement;

submitting, to the server, a request for location fingerprint data, the request for location fingerprint data identifying the coarse location;

receiving, from the server, the location fingerprint data associated with at least of a portion of a venue that includes the coarse location, the location fingerprint data comprising expected measurements of signal of each signal source; and

determining, an estimated location of the mobile device based on statistical classification of a measurement of the signals from each signal source using the location fingerprint data.

22. The mobile device of claim **21**, wherein:

the estimated location of each signal source is determined based on a multi-modal probability function applied to survey data, the survey data being provided by a sampling device measuring signals from the signal source at the venue.

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